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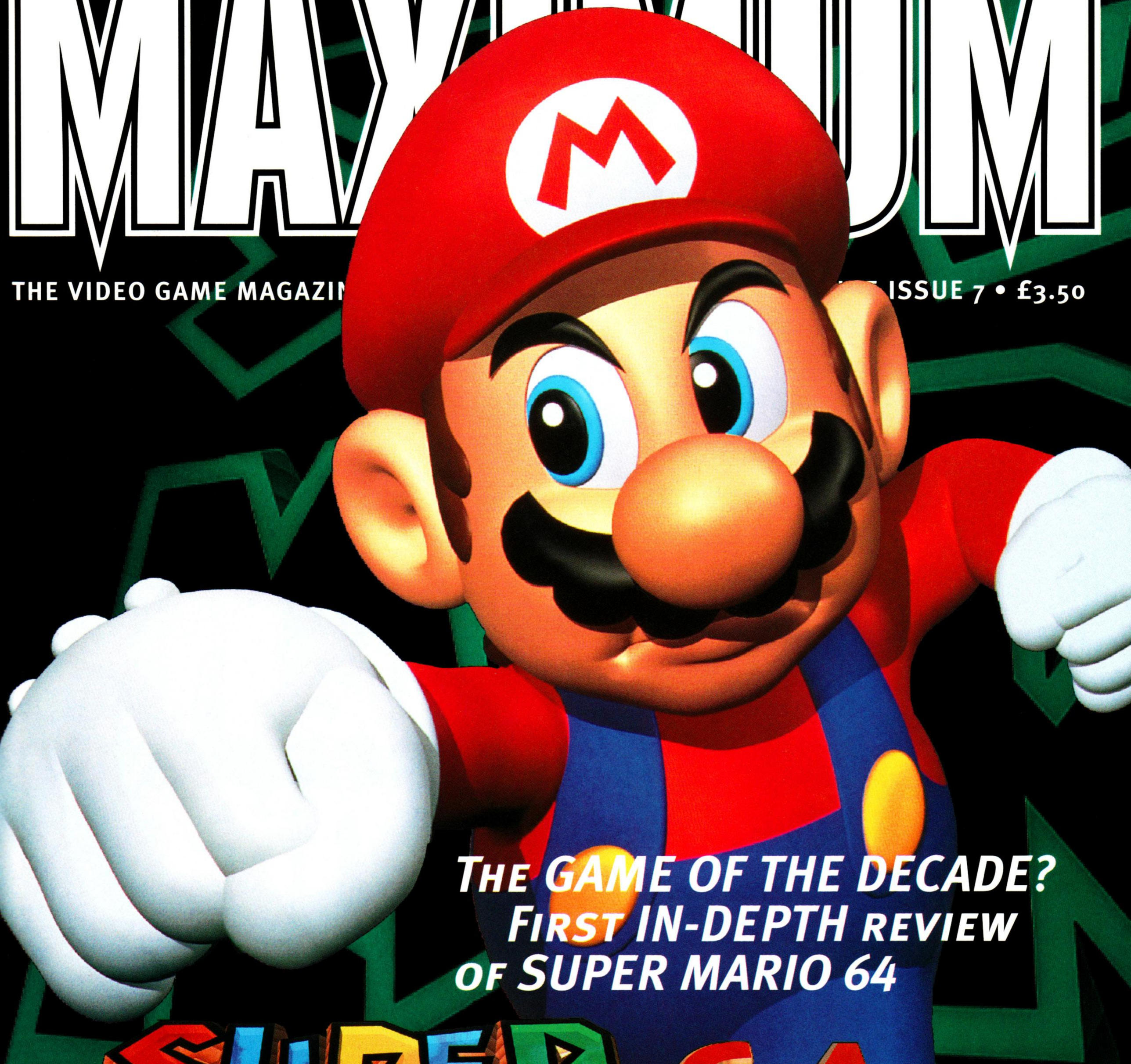
MAXIMUM

THE VIDEO GAME MAGAZIN

ISSUE 7 • £3.50



THE GAME OF THE DECADE?
FIRST IN-DEPTH REVIEW
OF SUPER MARIO 64

SUPER MARIO 64

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PILOTWINGS • FIGHTING VIPERS • WIPEOUT 2097 • TRACK AND FIELD

ask gazza how he beats 4 players and sticks the ball in the top corner

HE CAN'T TELL YOU

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THE CONTENTS OF

MAXIMUM

THE VIDEO GAME MAGAZINE • ISSUE 7

MAXIMUM EXTENDED PLAY

SUPER MARIO 64
3D Platform Game by Nintendo
Available now on import, Price £something extortionate
Super Mario 64 is by far the most eagerly awaited game of the year, if not the DECADE! As you would expect from the Masters' magazine, **MAXIMUM** has in-depth coverage of the first few worlds helping you get to grips with this most stunning of next generation products. It's a revolution!

★★★★★

PILOTWINGS 64
3D Flying Game by Nintendo
Available now on import, Price £something large
The second of Nintendo's new 64-bit range is yet another stunning piece of software. We check out the dynamics of the Paradigm/Miyamoyo collaboration, reveal all the vehicles and print some ace artwork! Following that, how about a few pages of N64 previews? Yes, why not eh?

★★★★★

DUKE NUKEM 3D
3D Shooting Game by 3D Realms
Available now, Price £39.99
Hail to the king baby! After years in its unassailable position as the best PC blaster ever, Doom has finally been dethroned! Duke Nukem 3D is bloody great and well worth the awesome coverage we've given it. But will its reign be long and glorious? Well, wait until you see Quake.

★★★★★

INTERNATIONAL TRACK AND FIELD
3D Multi-Event Sports Sim by Konami
Available Now, Price to be announced
One of the most impressive pieces of PlayStation software we've seen is Konami's latest - Track and Field. Designed to coincide with the release of the Olympics (indeed, it's the official game of the event in Japan), this game happens to be the ultimate multiplayer PlayStation experience!

★★★★

STREET FIGHTER ALPHA 2
2D Fighting Action Game by Capcom
Available in all good arcades now!
MAXIMUM's coverage of the best coin-ops continues with six more pages on Capcom's best fighting game to date - Street Fighter Alpha 2. Some codes are revealed along with some decent character profiles on the most decent fighters. Look to the news for new Street Fighter 3 info!

★★★★★

TUNNEL B1
3D Exploration/Shooting Game by Ocean
Availability and Price to be announced
A lot of PlayStation software is pretty slick, but reliance on the same 3D routines produces very similar games. To see what can truly be done with the Sony hardware, take a look at the awesome graphical capabilities of developer Neon's new game. Tunnel B1 looks great!

JUMPING FLASH 2
3D Platform Robotic Rabbit Simulator by Sony
Price to be announced, Available in September
One of the most original platform games ever benefits from the sequel treatment - and it's pretty bloody excellent actually! Yes, once again it's too easy, but there's certainly plenty to see and do, descriptions of which can be found in this rather fine Extended Play. The last to be penned by our Dave Hodgson. Ever.

★★★★

"FAST FAST FAST SO UP AND DOWN IT WILL MAKE YOU CAR SICK

BRILLIANT."

– C&VG 95%.

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SONY PlayStation

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special thanks to
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cover image
Super Mario 64, rendered by NCL

MAXIMUM CLOSE-UP

RESIDENT EVIL Page56
3D Horror Adventure by Capcom
Release August Price to be announced
Sorry folks, we just didn't have the room to include another mammoth Resident Evil guide, which leads us to include some oken coverage to get you through the most difficult bits of the game. Oh yeah, and we include some pretty decent cheats as well - although you have to be skillful to use them. So we're all right then.

MAXIMUM REGULARS

MAXIMUM RESPONSE Page 114
And here it is - the last letters page. A certain VF2 fanatic certainly stirred up a hornet's nest of controversy last issue, so check out this special VF2 versus Tekken 2 "handbags at dawn" special! Witness the most pointless argument in history take full effect!

MAXIMUM INTERNET Page 106
This was going to be a regular feature when we first thought of it, hence the inclusion of this feature in this particular area. Here we show you the best of the Internet games centre. And give you some tips on "surfing" the "Information SuperHighway". Or something.

MAXIMUM RETRO Page 90
Hmmmm. Another one of these "new" "regular" features. In this excellent four page article we chronicle our greatest games ever and give you details on how to get hold of emulated computer and video game classics on your PC, Sega Saturn or Sony PlayStation! Marvellous eh?

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The **MAXIMUM** reviews section kicks off with some in-depth discussion on the new Nintendo 64 games and then settles down to some full-on criticism of the latest Sony PlayStation, Sega Saturn and PC CD-ROM wares. And then later on we write odd little stories to run down the strips. And you don't know just how much of a pain they can be.

MAXIMUM NEWS

The highlights of the biggest News section in the industry! We've certainly got some excellent goodies this issue...

THE ELECTRONIC ENTERTAINMENT EXPO Page 70
A round-up of the shenanigans and new produce at the E3 - the most important videogames show in the western world!

CRASH BANDICOOT Page 74
Can Sony's new platform mascot match up to the power of excellent competition on Nintendo 64 and Sega Saturn? **MAXIMUM** reports.

PSYGNOSIS STRIKE Page 78
The vast majority of PlayStation wares at the E3 were frankly substandard - however, thankfully Psygnosis were around to show everyone real quality: WipeOut 2097, F1, Destruction Derby 2, Monster Truck Rally...

QUAKE - THE ELEVENTH HOUR Page 82
By the time you read this, id software's Quake will finally be available as a shareware game. We examine the lead-up to the release.

TOKYO TOY SHOW Page 88
The 1996 Tokyo Toy Show yields a wealth of next generation surprises...

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FORMULA ONE Page 102
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FIGHTING VIPERS Page 112
First shots of Saturn Fighting Vipers - a fighting game that revolutionises the Sega machine's technical 3D abilities. Oh, and it's bloody great to play as well - something that always matters.

SLIGHTLY LESS SAFE THAN JOINING THE MILE HIGH CLUB BAREBACK WITH A JUNKIE WHORE IN A PLANE FLYING OVER A WAR ZONE WITH THREE ENGINES ON FIRE A PISSED UP PILOT AND CARLOS THE JACKAL SITTING RIGHT BEHIND YOU!

ULTIMATE MORTAL KOMBAT 3

AVAILABLE ON SEGA SATURN™

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AFTER YEARS OF FEVERED ANTICIPATION - FINALLY SUPER MARIO ENTERS THE NEXT GENERATION!
THERE IS NO DOUBT - THIS IS THE FINEST PLATFORMING EXPERIENCE KNOWN TO MAN! A TRUE MASTER'S GAME!

SUPER MARIO 64

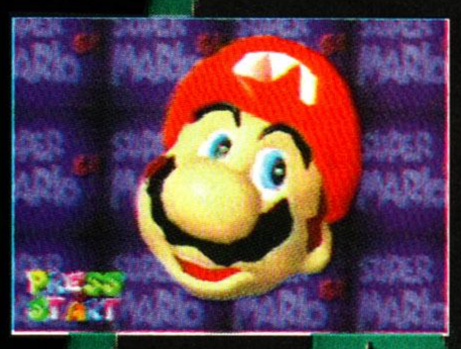
SUPER MARIO BROTHERS ENTERS THE THIRD DIMENSION!

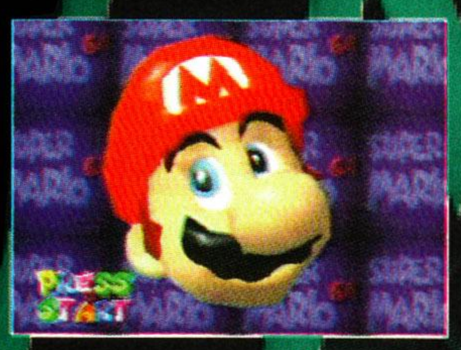
The beginning of the new Mario epic sees the eponymous plumber starting out outside the castle of Princess Daisy. The vast majority of the game actually takes place inside the castle (which features many warps to different worlds),but Super Mario 64 is all about freedom. In the case, you have the freedom to explore the environs around the Princess's castle. At this point you can learn how to climb trees and swim thanks to the assorted trees and the moat around the castle respectively.

By swimming around underwater, you discover one of the first secret areas as you're bound to discover the door. At this point in the adventure though, Mario hasn't got the key, so what lies behind the door must remain a mystery for the time being.

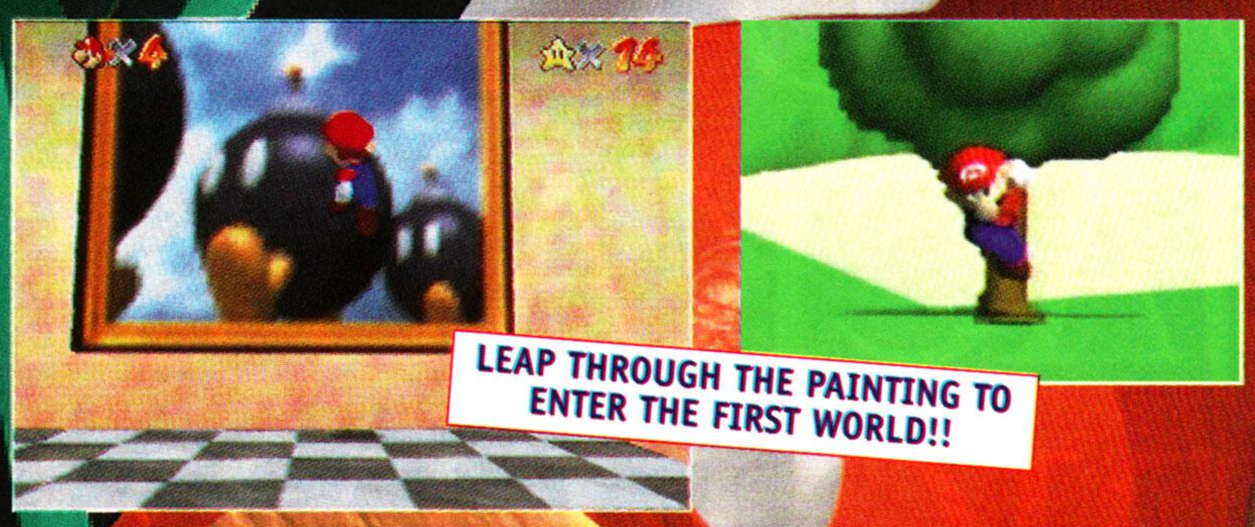
You quickly discover that the way to true adventure is to enter the castle and begin your quest proper. The first main landmark Mario chances across is a huge hallway with nine doors. Each door has a familiar Mario-style star on it. On the ground floor of the hall, the stars have numbers next to them. This indicates the amount of stars you need to collect to open that door. On the first floor, doors with larger stars require ten to open whilst the doors with enormous stars require an enormous 20 stars to open!

Thankfully the door on the far left as you enter has a zero next to the star, meaning that you get free entry. This should be your starting point. Go through here to find a room with three paintings on the walls. The paintings are your portals to the first world - which one actually warps you changes every time you return to the hall. On first entering this room, the painting on the far wall in front of you is the one for you!





The title screen quickly gives way to this stunningly rendered Super Mario face! Mario himself entertains with all manner of facial contortions until temptation overcomes you as the start button BEGS to be pressed!



WORLD 1

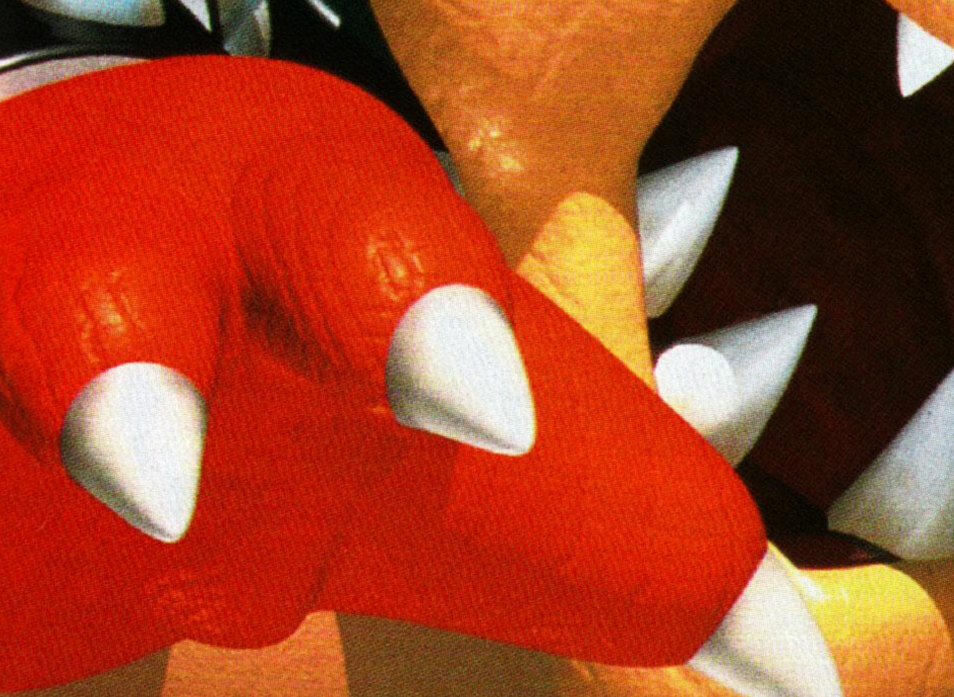
In each world in the new Mario game there are specific tasks to complete which each earn you a single star. Once the star has been collected, you're warped back to the Princess's castle. Collection of these stars earns you the right to open up more areas of the castle, so obviously this is your main objective here!

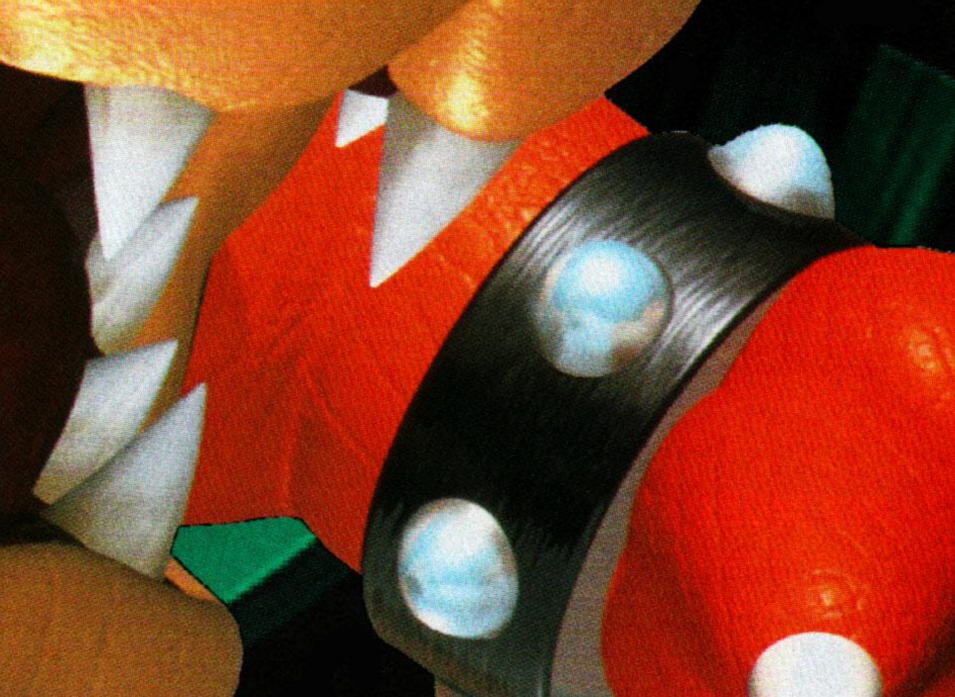
WORLD 1 - STAR 1

This is the first level you'll locate and as such, Nintendo make the going pretty easy for you. There is plenty of room to manoeuvre in this stage with no hazardous pitfalls to deprive you of your meagre amount of lives. There are plenty of creatures roaming around - some are friendly, some are deadly! It's easy to figure out which is which. Pressing the punch button engages Mario

*OUR **HANDS ON PLAYTEST** GIVES YOU THE FIRST GUIDED TOUR OF THE NEW MARIO WORLD!*
*ONCE AGAIN PRINCESS DAISY **MUST BE RESCUED** FROM THE VILE EVIL OF BOWSER!*

SUPER MARIO 64





in conversation when used in close proximity to a friendly creature!

Plenty of enemy Krinbos lurk around (they're the brown, mushroomy type villains with eyes!) and they're pretty harmless, designed to allow you to practice the bottom bounce and punching techniques. Each vanquished Krinbo releases a coin which replenishes Mario's power meter. In traditional Mazzer style, 100 coins collected gleans an extra life. Keep a look out for red coins, which are worth five gold ones.

Looking around, you should use the floating lifts to reach the high ground, where a chained Wan Wan awaits. He's unhappy at being chained to a pole and attacks Mario on sight - he takes three points of damage if he hits you, so be careful. Duck behind him and bottom bounce on the pole to release the creature. Bouncing with joy upon his release, Wan Wan races up the mountain knocking down a metal fence on the way. With the fence gone, Mario can reach the first star, collection of which sends him back to the castle.

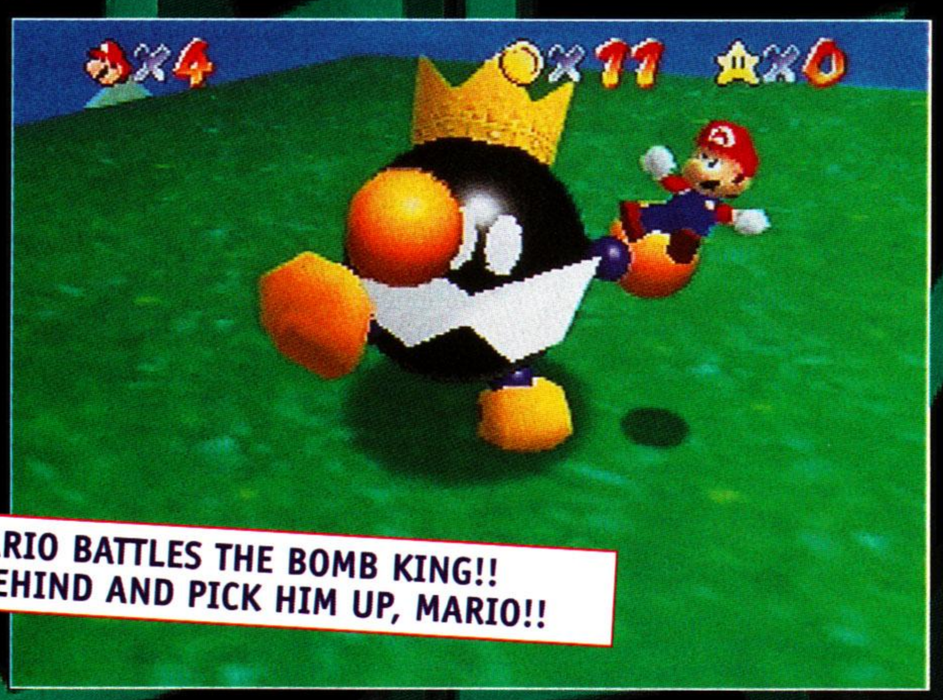
Every time you leave a level, the coins you collected during the stage count down. Should you have collected over 50 during the level, an extra life is awarded.

WORLD 1 - STAR 2

Retrace your steps to the high ground and prepare to run around the mountain, scaling it until you reach the plateau at the top. This isn't as easy as it sounds as rolling balls aim to squash Mario to pulp! you can duck into holes in the mountain, but really your jumping skills alone should be enough. Once on the plateau, Mario is confronted by Bomb King! He is impervious to punches and bottom bounces. It's your job to run around him, pick him up from behind and then throw him. Three throws are required to defeat him, although throws do double damage if you throw him off the edge of the mountain. Bomb King's defeat gives you another star.

The chained Wan Wan obviously has the power to smash down that metal fence in the background! Read the text to the left to find out how to free him and thus gain your first star!

THE **WORLD-BY-WORLD** RUN THROUGH OF THIS AWESOME ADVENTURE CONTINUES!
NOW MARIO BEGINS TO FACE **SOME VERY TOUGH** OPPOSITION AND POWERFUL BOSSES!



MARIO BATTLES THE BOMB KING!!
GET BEHIND AND PICK HIM UP, MARIO!!

The shot below shows Mario running around the side of the mountain, dodging the balls on his ascent. Once at the top, Maz goes battle with the Bomb King who attempts to throw him off the edge of the mountain! Do the same to him and claim your star.

WORLD 1 - STAR 3

Mario's third entrance into the first world sees him being greeted by Noko Noko (the turtle creature Nintendo of America renamed Koopa). He offers Mario a gift if he can beat him in a race to the top of the mountain. Accept the challenge and you're off. You need to retrace the path you used en route to Big Bomb before. It should be noted that Noko Noko uses a different path - one that Mario can't follow. If you're fast enough, he'll admit defeat and another shiny star is yours!

THREE MORE STARS!

Our guide to the first world ends here, but we can reveal that three more stars await in this stage alone! We aren't going to reveal them all, but suffice to say, you'll need to make use the cannons and Mario's special winged cap in order to reach them!

THE RACE IS ON!! MARIO MUST BEAT NOKO NOKO TO THE TOP OF THE HILL!! QUICK!!

WORLD 2

Equipped with three stars, Mario now has enough to return to the main hall in the castle and open up a new world. The door directly opposite to the one you came through can be opened with three stars and this leads into a similar dead-end with three paintings on the wall. Jump through the portal and this leads you into the dread terror of the ice world!

WORLD 2 - STAR 1

The arctic world is similar in goal to the one we covered before in that there is a total of six stars to collect before you can honestly claim to have conquered this land entirely.

One of the major landmarks of this stage that you can't avoid is a log cabin, but how do you get in? Some cunning is required here as you need to get in via the chimney! Climb the tree next to the cabin and leap onto the roof before leaping down the chimney (thankfully there's no fire at the base of it!). Mario is greeted by a giant mother pengiun who challenges Mario to race down an ice-slide! The key here is to recognise that the mother penguin is virtually unbeatable on the slide - you just need to reach the bottom without falling off. Once you finish, you should receive your first star!

WORLD 2 - STAR 2

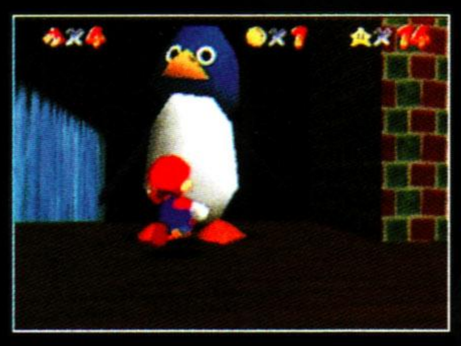
The beginning of this stage sees Mario return to the log cabin. Climb onto the roof but avoid the chimney this time. Instead, climb up behind the cabin to reach a baby pen-

 - ALL ARTWORK AND IMAGES © NINTENDO 1996

guin. Your task here is to pick up the penguin and begin the search for the mother penguin, who is lurking elsewhere in the stage. The path to the mother penguin is fraught with danger and involves crossing icy ravines and crossing rope bridges. Once the mother penguin has been located, Mario hands over the baby and he is rewarded with (you guessed it) a star. Zounds!

PLENTY MORE STARS TO FIND

Of the four other stars in this world, we've discovered the whereabouts of two more. Near the log cabin you find a cave burrowed out of the sheer ice wall. A series of tiny footholds need to be negotiated before you reach another star. The problem here is that the footholds are super-slippery and negotiating them all is a nightmare! It's also worth checking for ledges at the bottom of cliffs. One leads to a cannon which is used to propel Mario into a cave containing another star... but how do you stop yourself flying out the other side of the cave into certain death?



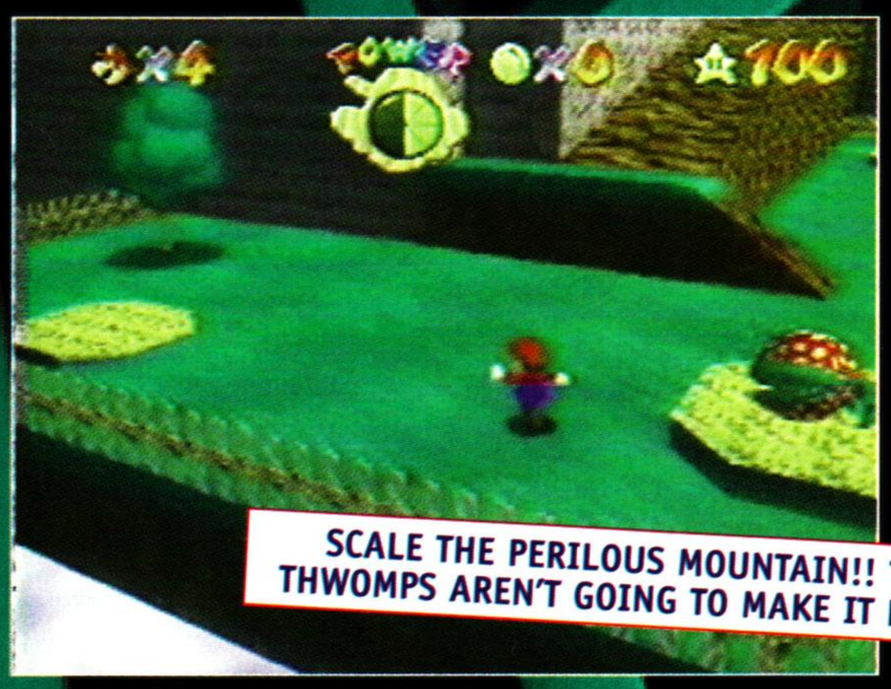
This picture is taken from inside the log cabin, where Mario first encounters the Mother Penguin. She'll challenge Mario to complete the icy course and hand over a star if he is successful. Note: this is not as easy as it sounds!

WORLD 3

Once you return to the castle, go back to main hall and walk across to the opposite side of the "crescent". Enter door in the far corner to find the entrace to the area we've called "World Three". You find yourself in a land dominated by castle towers and battlements. Although quite an early world, this is just as arduous and as taxing as the arctic land we've just left.

WORLD 3 - STAR 1

Your first order of business is to scale the rock to reach the castle. There is plenty of opportunity to collect some serious amounts of coinage en route, and this level is so taxing, you can do with all of the help you can get. The first obstacle to cross Mario's path is a series of sliding rocks built into the cliffs. Learning their patterns is pretty simple actually, but inexperience with the 3D stick can lead to disaster, so you shouldn't leave the earlier levels until you are completely au fait with the controls.



The next hazard faced by Mario are the Thwomps - the huge square rocks that rise up and smash into the ground. The Thwomps guard the stone steps which lead ever upwards.

Collapsing bridges, Chomp Weeds, revolving planks and stone-slabs-on-legs stand before Mario and his final target. At the top you'll find the Slab King, a vast creature who attempts to relieve Mario of his lives by flattening him! Defeating this shambling creature is pretty easy - trick him into falling down and then bottom bounce on his back. A star is handed over once Mario has executed three accurate bottom bounces on the hapless monarch of slabs. With the star safely collected, Maz is warped back to the castle where more adventure awaits.

The three pictures above are a sequence of sorts from World 3. The toppicture (with that big caption on it) shows Mario's first position when he enters the world. It's his job to scale the large rock, dodging the protruding rocks (middle picture) before enduring the terror of the Thwomps!

WORLD 3 - STAR 2

Jumping into the picture for his second sortie into this strange land, Mario immediately notices that on the scene of his historic victory against the Slab King, an enormous castle tower has been erected. Disappearing platforms circle around the tower, and negotiating these is pretty tough. Surrounding the base of the tower are numerous deadly Bullet Bills... where are they flying to?

Reaching the top of the new tower is the order of the day here and there no real tips we can offer - it's down to skill, pure and simple. The reward for such skillage greets you when you reach the pinnacle of the tower - a shiny star, awaiting collection!

SUPER MARIO 64

THE MARIO CONTROL METHOD!

How does Mario control in this brave new 3D world? In what ways have Mister Miyamoto and his talented NCL team accomodated the third dimension? This little block of text reveals everything that Mario is capable of.

1. RUNNING

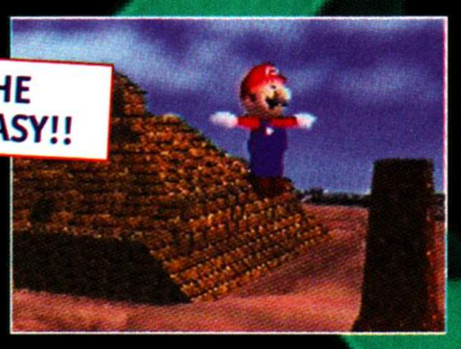
The analogue 3D stick is used for principle Mario movement. Three different aspects of ambulation have been included. Push the stick just a little and Mario walks at a sedate pace. Push a little further and he jogs. Should you push all of the way, Mario breaks out into a speedy skipping run. By spinning the stick around you have control over Mario in all 360 degrees of movement. Outstanding!

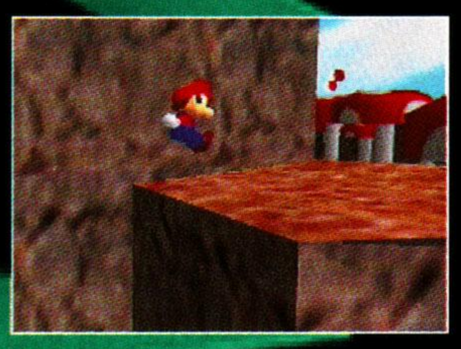
2. CRAWLING

Holding down the Z trigger puts Mario into crawl mode, used for more careful progress. Pressing the punch button at this point causes Mario to execute a sweep kick.

3. LEAPING

The basic leap is activated with the punch button, but there are many different types of jump to learn if you are to access the full wealth of Super Mario 64's secrets. Pressing the Z trigger followed by the jump button produces a back-flip, which has three heights according to how many times you pressed the button. Press jump and push the opposite direction on the stick to perform an ace-looking cartwheel.





4. ATTACK!

Attacking is the key to survival - bottom bounce on villains to defend Mario and use the resultant coins to regain energy. The punch button on its own attacks, but the favoured method of offensive is the time-honoured bottom bounce. Whilst in the air, press the Z trigger to send Mario hurtling down to crush his foes!

5. SWIMMING!

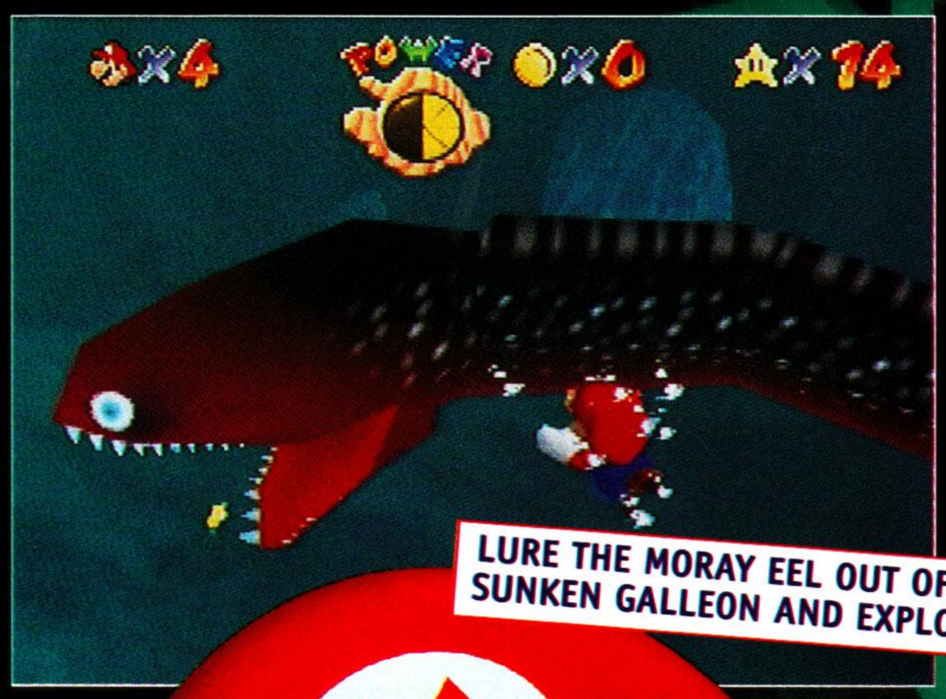
Once underwater, the Mario control method changes almost completely. Use the 3D stick to point where you want to go and then use the punch button for a single, powerful stroke or hold down the jump button for continuous mini-strokes.

6. CLIMBING!

Jump on to any type of pole, tree trunk or whatever, and Mario instantly clings on for dear life. From here, press up to climb or down to slide down.

THE **WATERWORLD** IS A FEAST OF 64-BIT VISUAL EXCELLENCE!

MASTER **COIN-COLLECTING** TECHNIQUES TO INCREASE YOUR TIME UNDERWATER!



LURE THE MORAY EEL OUT OF THE SUNKEN GALLEON AND EXPLORE!!

PLEASE SIR, CAN I HAVE SOME MORE?

More stars lie in wait on this level. One star is suspended in a cage seemingly miles up in the air and it requires dexterous platforming leaping before you can even see it! Try giving the huge plank that stands upright near the tower a couple of crouching kicks as this causes it to topple, resulting in a bridge being formed to a series of floating islands. These islands rotate at a fair speed, resulting in a fair degree of difficulty when making the final leap to the suspended cage.

Another star is collected by making good use of a nearby cannon. But where is the cannon and in what direction must it be fired in order to spare Mario from a hideous death? These are answers that we have right now. But we're not telling.

WORLD 4

In the hallway, opposite to the door you used to access what we called World Three, you'll find the room needed to access the incredible underwater world (numbered four in our terms). This is distinguished by having a couple of fish-tanks framing the painting. Scan the corners of the room and in one of the corners you'll see a little black hole. Reverse somersault (press the Z trigger followed by the jump button) into it and you'll find yourself falling down a vast ramp allowing you to stock up on your coinage. Slide down the red carpet, collecting the gold and blue coins, Also, a green extra life mushroom can be discovered along the way before you reach the bottom. Once you reach this area, you find a chest (wherein lurks a bonus star) whilst a quick search behind the chest reveals another bonus life mushroom! This place is a great place to locate plenty of extra lives when you're running low. You can get three bonus men every time you visit, although you can only get one star (it turns black on subsequent visits and warps you back).

After that diversion, enter the level proper!

WORLD 4 STAR 1

The magnificent setting of WaterWorld is Mario's next destination! A vast, sprawling world set mostly underwater with giant clams and sunken galleons, this stage is nothing short of spectacular! Mario starts the stage on the beach - after a few coins are collected, it's time for a spot of swimming. Keep the B button firmly pressed to keep up a steady breast stroke, but keep a look out for Mario's energy indicator. Should you spend too much time underwater, you'll lose power. Replenish Mazzer's health by surfacing or by collecting gold coins underwater. Search the giant clams for red coins which replenish three segments of Mario's Power Meter. Any road up, on with the stars action!

Swim down into the murky depths until you discover the huge, sunken pirate galleon. Access to the ship is gained via a porthole, but the problem is that a large eel is blocking your way. You need to lure it out of the way somehow... Once it has left, you find four chests inside.

You need to open them in a certain order to get your star. Problems arise with the chests if you open them in the wrong order, as they give off electric shocks. Obviously only trial and error will give you the correct sequence. A successfully opened chest gives off vital air bubbles, allowing Mario to stay in the water longer. Once the chests are opened, a pocket of air is created and our hero locates a new star in front of the ship...

WORLD 4 STAR 2

Upon re-entering WaterWorld, Mario discovers that the ship wreck has risen to the surface as a direct consequence of what happened in his previous excursion. Now our Italian plumber hero can use the boat as a stepping stone to get to the red coins that float high in the sky. But first of all you need to reach the boat. To access it, activate the switch block on the shore and then run across the platforms that link the three jutting bridges before they disappear.

Near the bridges, a friendly pink bomb creature can be spoken to, and he reveals the location of a cannon which is comes in handy for what happens next. Now this is the cunning bit. When you jump into the cannon you need to point in the direction of the rock spikes which are far away into the distance. You need to fire Mario from the cannon and through the air so he lands on the spike! Climb the spike and from there execute a back flip (Z trigger followed by jump). Mario reaches a rocky ledge which is home to yet another star!

MORE UNDERWATER ACTION

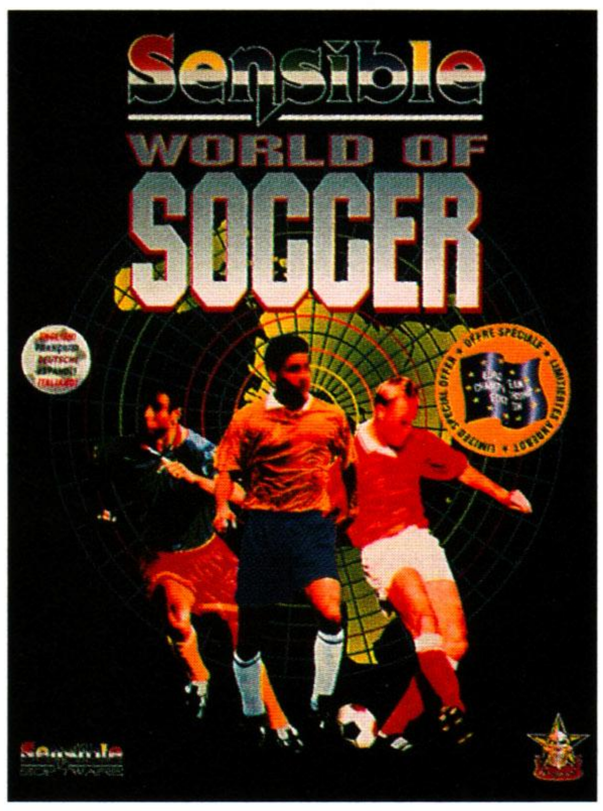
All of the remaining stars in this world are located deep underwater, so after all of that high altitude action, it's time for Mario to return to the murky depths. Head for the spot where you found the sunken ship and swim towards the rock wall. A large tunnel leads Mario to an underwater cave above the water's surface. There's plenty more coins and another chest puzzle to complete as Mario claims yet another star!

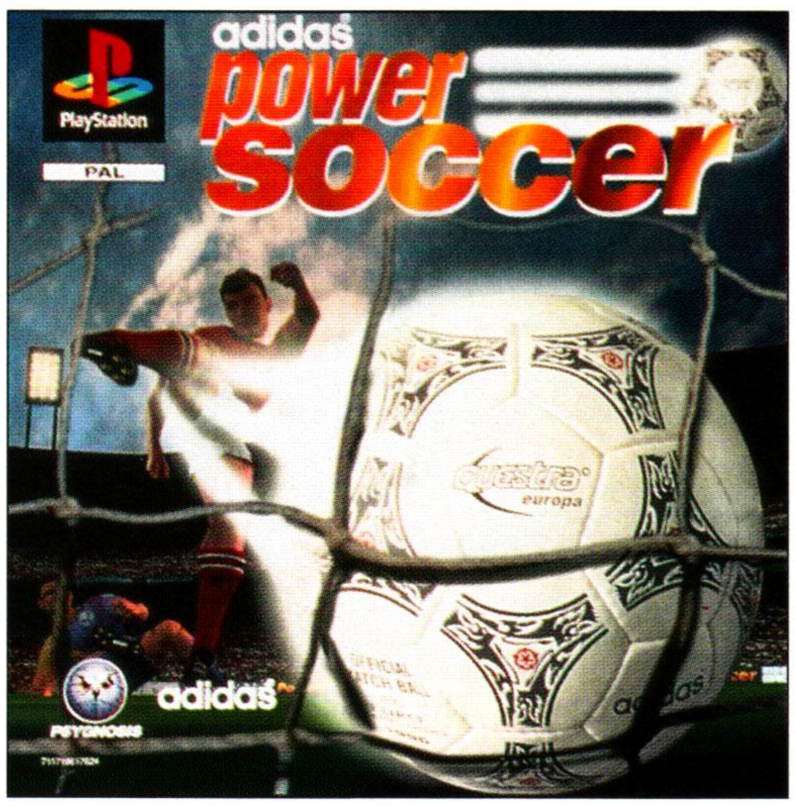
Another star lurks in an area of high current, but how does Mario reach it? Answers on a postcard...

SUPER MARIO 64

 - ALL ARTWORK AND IMAGES © NINTENDO 1996

Monsters and mutants are easy.
Try getting past an Italian defender.





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WOOLWORTHS

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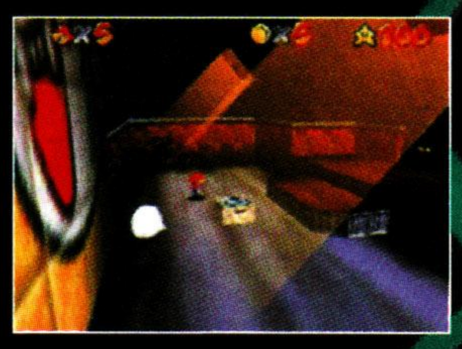
CAN YOU DISCOVER THE HIDDEN ENTRANCE TO THE TERROR OF THE GHOST WORLD?!



YET MORE WORLDS TO DISCOVER!

Thanks to the mighty power of **MAXIMUM** and our Mario 64 skills, you should now have plenty of stars with which to explore the many rooms and worlds contained in the castle of Princess Daisy. The following level breakdowns aren't quite as exhaustive as what has come before, but they should serve you well in previewing the many wonders that await in this most exquisite of videogames.

GHOST WORLD

This is one of the most awesome areas in the game and it is also one of the more bizarre to locate. But locate it we did. Exploring the castle, you should have no difficulty finding the hidden garden. Nothing much happens here at all in the early stages of the game, but once you have progressed a fair amount into the game you will come across a large Boo lurking in the castle halls, under the staircase. Once you catch sight of him, he's off to the gardens. When Mario gives chase, he is dismayed to find the gardens crawling with Boos!

*CAN YOU DISCOVER **THE DREADED GHOST HOUSE** LATER ON IN YOUR MARIO ADVENTURE?!*
*DEFEAT **MULTIPLE BOOS IN THE GARDEN** TO GAIN ACCESS TO THIS HIDDEN WORLD!!*

The technique for defeating Boos is pretty simple. Rush through them when they're transparent and turn around as they materialise into our dimension. Punch them from behind to destroy them. Small Boos yield coins once vanquished, while the large ghost in the north corner contains a miniature of the Ghost Mansion. Once the large Boo is defeated, watch as Mario shrinks before your eyes and disappears into the uncharted terrors of the Ghost World! It's quite scary, isn't it? Well, once you face the terror of the multiple Boos you think you're prepared for anything, but when the furniture itself comes alive and Mario is attacked by the likes of fanged pianos and flying books, you know that it means trouble!

THE GHOST HOUSE IS ONE OF THE MOST TREACHEROUS AREAS OF THE GAME!!

DESERT WORLD

This is one of the most popular worlds inside Nintendo (judging by the amounts of awesome screenshots they've released of this stage) and we concur - it's amazing! The list of excellent features is just way too vast to go into in depth here (although we would like to). Here are some of the highlights:

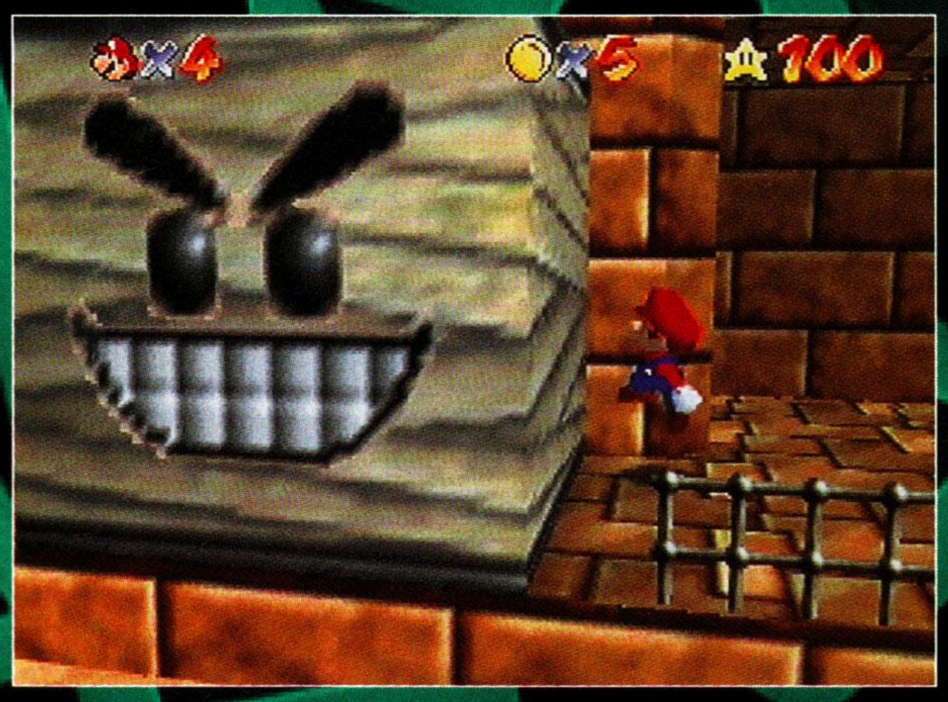
Mario kicks off the world in the desert, surrounded by huge stone towers and pyramids. Plenty of creatures scuttle around, including the segmented Sanbos from Super Mario World on Super NES. Instant death lurks around every corner as Mario has to beware of quicksand - a very easy way to drain lives in this world.

Whilst negotiating the pathways to the pyramid, Mario is beset by giant hollow rock cubes (which have one open side). The only way to pass them is to hide inside the hol-

THE DESERT VULTURE ATTEMPTS TO PILFER MARIO'S HAT!! BUT WHY?!

The vulture in the desert world is the first main meanie that Mario faces. Initially he's carrying a star that Mario needs to purloin to continue his quest. After that the vulture becomes a pest, attempting to steal Mario's distinctive headgear!

SUPER MARIO 64



low part of the cube as it rolls by (which means anticipating when the open side of the cube is going to smash down).

Once through this part of the level, you need to wrestle a star away from the clutches of a huge vulture. All of this excitement and Mario hasn't even reached the pyramid yet.

Inside the pyramid mario faces some of his toughest challenges yet! The very stones themselves come alive and rumble after mario in a thrilling chase through the pyramid! As you'd expect Mario must start at the bottom and work his way up to the top but if only it was that simple!!

The above creatures behave very much like the Thwomps in the earlier levels. They obstruct Mario's progress, and the plucky plumber needs to run under them as they rise up into the air.

CAVE WORLD

A dark, dank and eerie group of caverns and passages makes up World 6. Slimy green walls and poisonous gas characterise this particular stage, with Mario constantly having to defend himself from the terror of giant spiders and bats which are attacking nearly all of the time. The key to star collection here is to heed the maps that are on the walls of the caves. These are actually accurate routes through the level which lead Mario to the large caverns which contain the stars necessary for Mario's quest. These caverns are incredibly high, so it's a good job that Mario is helped out by floating lifts, hovering platforms and secret switches to reach certain areas of the level. You'll also need to make use of the network of pipes and fences - Mario can cling on to these, but beware - it's a long way down for unfortunate Mario players who aren't careful enough at these altitudes.

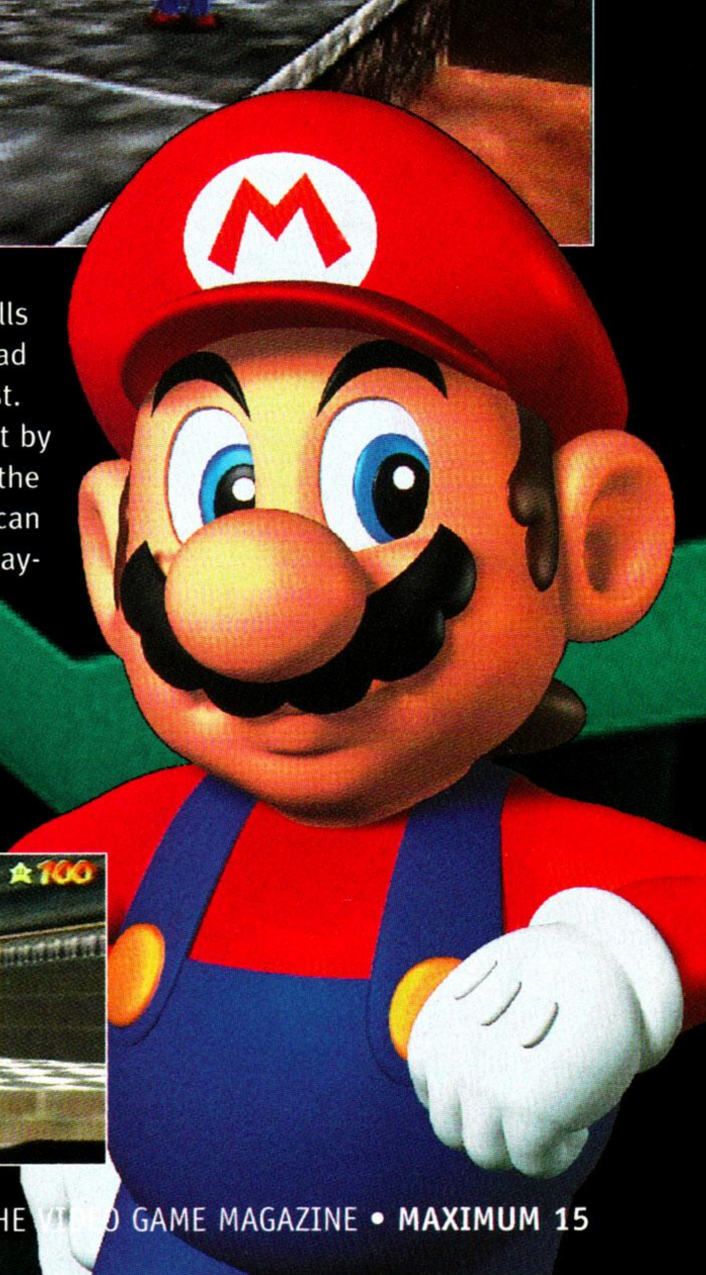
*THE **CAVE WORLD** IS ANOTHER TESTING STAGE LATER ON!!*
*BEWARE THE **LURKING EVIL** OF THE POISONOUS GAS CLOUDS!!*

The Sanbos (left) are tricky opponents to defeat as you have to take them out segment by segment. It's best to avoid this entirely and just run around them if possible.

*CHECK OUT THE **HAZARDOUS OBSTACLES** OF THE DEVIOUS DESERT WORLD!*

The shot below shows the exact position of Mario when he first enters the cave world. A spider is instantly on the attack, and this is only the beginning of your troubles. Notice the solid green block. Until you find the green switch, this is usually translúcent and intangible. Now you can loot it foe goodies!

The pictures below show Mario coming up to the mysterious metallic well. As well as showing off the Nintendo 64's incredible visual effects, this pool of mercury-like liquid has other secrets for Mario to discover...



*JUST AS **PRINCESS DAISY** IS IN SIGHT, BOWSER'S TREACHERY BECOMES OBVIOUS!*
*ARGHH! **IT'S A TRAP!** WILL MARIO SURVIVE THIS FIRST CONFRONTATION WITH BOWSER?!*

CONQUER INSURMOUNTABLE ODDS AND FACE BOWSER!!

The difficulties continue as Mario runs through a bunch of murderous Krinbos! Numerous challenges stand between Mario and his first confrontation with the evil power of Bowser!

BOWSER'S STAGE!

Mario enters a long corridor and catches a glimpse of a painting at the end of the passage. It's the portal that will take him to Princess Daisy! Rushing forward, Mario dashes at top speed down the corridor when the painting changes before his very eyes. In a spectacular morphing sequence, Daisy changes into Bowser! Before Mario can stop himself, the ground opens up beneath him and Mario finds himself plummeting into a secret world.

this is the domain of the evil Bowser and it is packed with arduous tests of Mario's platform skills and booby traps of lethal cunning. The aim here is to make the ascent to the very pinnacle of the stage, but standing between you and this goal is an incredible range of evil tricks and traps. Included in this array of evil are moving platforms, flamethrowers, see-saw bridges and collapsing ledges. There is no room for any error here. One false move and Mazzer is sent plummeting to his doom and returns to Princess Daisy's castle, battered but wiser to Bowser's antics.

If you manage to reach the top of the level, you find a solitary green pipe leading to an unknown destination. Jump right on in and you find yourself in Mario's shoes as he faces the power of Bowser for the first time in this 64-bit adventure. This is the Bowser confrontation we've seen numerous pictures of. In an open arena, Mario faces up to the flame-breathing power of Bowser. Dodge the fire and you'll notice that the charred area brings forth coinage for Mario to collect.

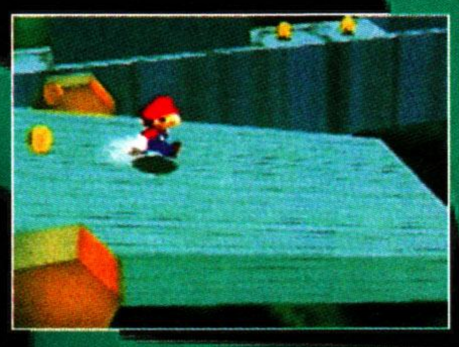
It's our hero's job to lure him to the edge of the arena, run behind him and grab hold of him by the tail. By spinning the 3D stick around, you can spin Bowser around until you let go of the button and send him flying. The aim is to get Bowser to hit one of the bombs surrounding the arena.

Should you miss, Bowser is send flying out of the arena. He's down, but he's not out and jumps back in, none the worse for wear. After a single step he jumps onto the ground causing a massive earthquake. At all costs jump at this point to avoid the shockwave and make another attempt at chucking the villain towards one of the bombs.

It shouldn't be too long until you are successful and a golden key is yours for collection. What is this key, where do you use it and what new secrets does it reveal? Some of the pictures on this spread might answer one of these questions, but apart from that you're on your own!

THIS IS ONLY SCRATCHING THE SURFACE

We've played Super Mario 64 for hours and most of our discoveries are on these pages. However, if you think we've given too much away, think again! Although we've written thousands of words about this game we have hardly scratched the surface of what is truly the greatest videogame we've played in years! Just like Super Mario World was in its day, Super Mario 64 is a vast quest of much complexity and depth. It's also a videogaming event that simply MUST be experienced. Heed our words!



AVOID A POSTERIOR-TOASTING AND SEND BOWSER FLYING TOWARDS ONE OF THE BOMBS

SUPER MARIO 64

 - ALL ARTWORK AND IMAGES © NINTENDO 1996

...i don't mind if my boyfriend plays with himself...

later

Panzer Dragoon Zwei...
a panoramic world of wonder...
on every level all hell breaks loose
...a game with balls...

SEGA SATURN

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Toni Blake from south east London, photographed in Soho, 26th April 1996

THE MIYAMOTO MAGIC IS BACK! PILOTWINGS 64 IS ONE OF THE MOST INCREDIBLE GAMES EVER SEEN!

MASTER OVER 27 LEVELS OF TAXING AERIAL GAMEPLAY IN THIS GAME OF AIRBORNE PRECISION AND DEXTERITY!

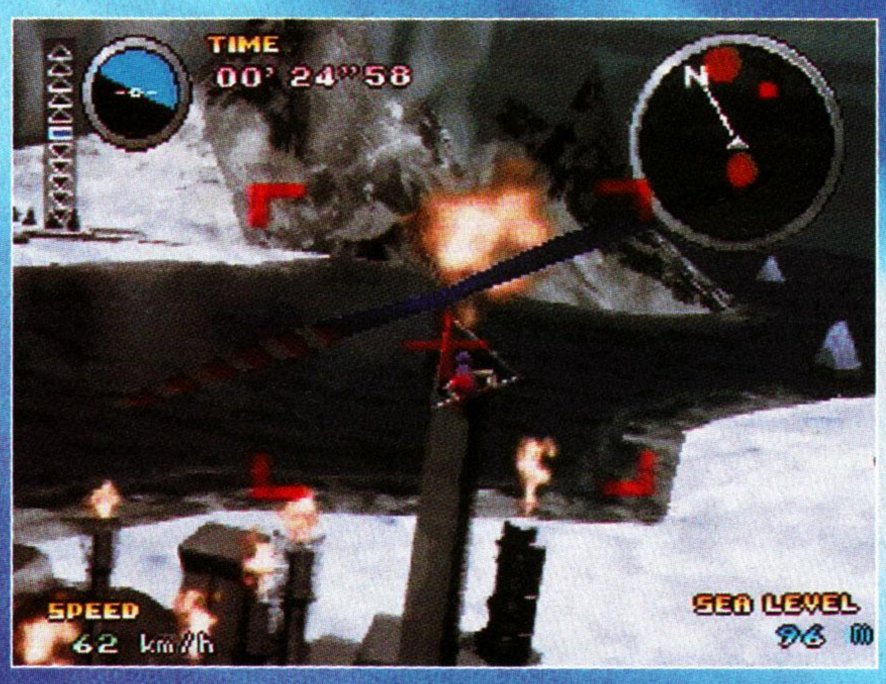
PILOTWINGS 64

TAKE TO THE SKIES WITH THE SECOND OF NINTENDO'S MIGHTY LAUNCH TITLES!!

The second of the big Nintendo releases on June 23 was PilotWings 64 - another project overseen by the revered gaming god Shigeru Miyamoto. The game is Nintendo's attempt to combine all the awe and wonder of top-end flight simulations with the ease of use and sheer playability that Nintendo are renowned for.

The first PilotWings on Super NES went on to become a gaming classic and **MAXIMUM** has absolutely no doubt that the Nintendo 64 rendition of the game will join its predecessor in the gaming hall of fame.

GET AIRBORNE WITH THE GYROCOPTE - A GOOD START FOR NOVICES!!



The game allows you to choose your own character which you need to take through the arduous training of the PilotWings flight academy. For every mission you undertake, the PilotWings judges mark you on skill, technique, accuracy and results. Excellent results enable you to take on the next set of tasks.

As you can see from the main status game, there are a set of three missions to be completed before you can move on to the next set. On the right of the status bar are marks awarded for the bonus games. These events are hidden inside the usual missions. Find the mystery star to warp your way to the bonus areas, but don't think that Nintendo have just left these stars out in the open. The further you get into the game the more cunning the location!

THE SETTING

PilotWings 64 is set in America, with distinctive areas of the US making special appearances in the game in rather... different ways to what you would imagine. For example, one of the RocketBelt levels is set in Los Angeles, where the Hollywood hills are almost on top of the coast! Perhaps most notorious is ➢➢

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BEAR WITNESS TO SOME OF THE GREATEST 3D GRAPHICS EVER!!

The shots left and below show the two bonus sub-games in PilotWings 64. The left pic shows the freeform aerial action of the Birdman sub-game (where you take to the skies Icarus-style), whilst below you get to see the super-humorous Human Cannonball game.

*THE **MOST PHENOMENAL** VISUAL EXPERIENCE SEEN TO DATE!!*

*THE **DETAIL AND SPEED** OF PILOTWINGS 64 HAS TO BE SEEN TO BE BELIEVED!!*

Mount Rushmore - after flying over some spectacular greenery in your Gyrocopter, you fly past the time-honoured monument... only to find that Mario himself has replaced one of the dead presidents! Other levels include New York (as you would expect, the Statue of Liberty makes an incredible appearance) along with a stunning snowy mountainous region. The bottom line is: this game looks bloody great!s

WHAT'S GOING ON?

So what's the basic aim of PilotWings 64? Well, to begin with, the game centres around much the same kind of task as the original PilotWings on Super NES. take to the skies in your vehicle, fly through all of the coloured hoops and land again. It's pretty simple really. However, the further you get into the game, the more tasks you are given to perform. Each vehicle - RocketBelt, Hang-Glider and Gyrocopter - has an individual function which can be accessed from the very beginning. In the training missions, these are just used for enjoyment's sake. ➢➢

BLACK HOLE

THE IN-DEPTH PILOTWINGS KNOWLEDGE CONTINUES UNABATED!!
CHECK OUT ESSENTIAL VEHICLE INFORMATION AND FLYING TIPS!!

However, later on, these "toys" must be used to complete the mission.

The basic premise is that the gameplay in PilotWings is very simple in terms of concept. However, the execution of that concept is where PilotWings becomes a truly phenomenal game. Where PilotWings truly scores is in the physics of the game. Of course, the input from Paradigm Simulations Inc really comes to the fore here. The feeling you get from controlling the various vehicles in PilotWings is like nothing you've ever experienced before. Just getting full control of your chosen mode of transport is wherein PilotWings offers most of its challenge.

The game offers a total of 27 gargantuan missions, packed with PilotWings excitement. We've played through a fair amount of these levels and can report that the further you play it, the more spectacular the graphics get, making the urge to reach the next set of missions even more powerful.

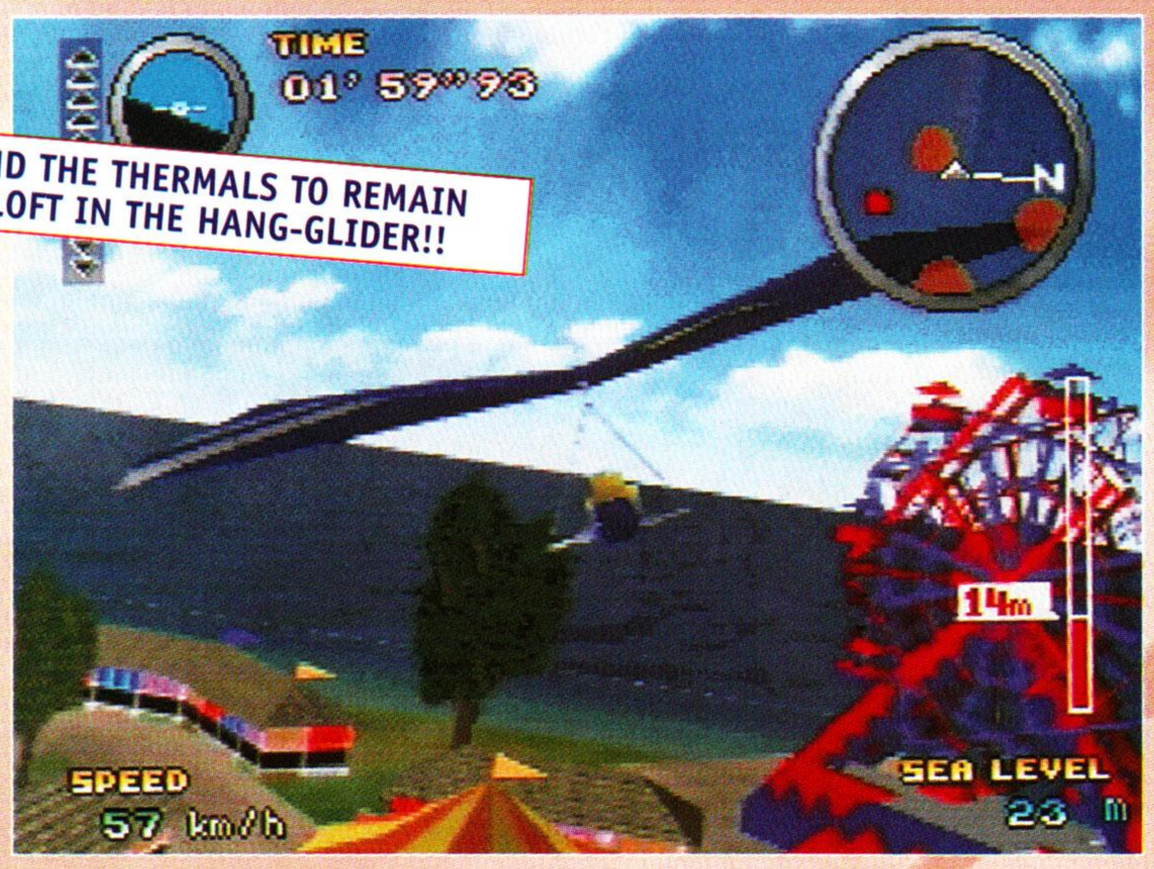
The hang-glider is initially the most difficult vehicle to get to grips with. Staying aloft with enough speed requires a canny knowledge of where to find the necessary pockets of warm air and getting there before crashing.

PILOTWINGS TRANSPORT #1:
THE HANG-GLIDER

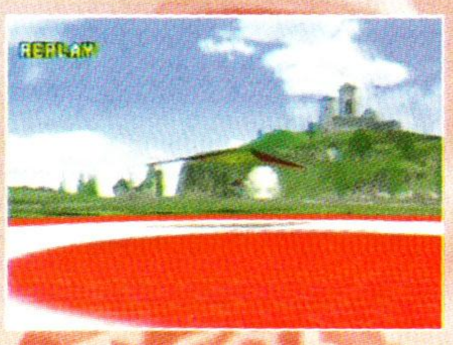
FIND THE THERMALS TO REMAIN ALOFT IN THE HANG-GLIDER!!

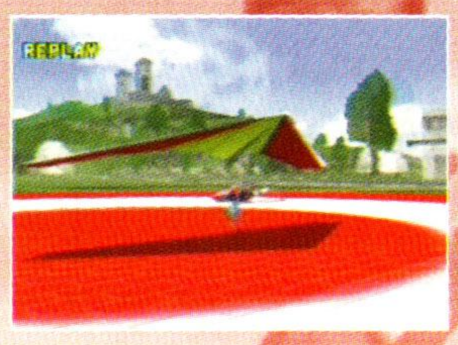
Take to the skies in the Hang-Glider! The key aim with this vehicle is just to stay aloft. The best way to accomplish this is to use the map at the beginning of the mission to plan a path through the level which takes into account all of the thermals dotted around the stage. Thermals are updrafts of warm air which catch the wings of the glider and forces it up into the air. Small disturbances in the air discern where the thermals are whilst in-flight and early on in the game, Nintendo give you super-obvious indicators of where to find warm air (those huge chimneys with flumes of flame coming out of them, for example). Don't expect such an obvious approach later on in the game...

EQUIPMENT: Stashed on-board the Hang-Glider is a camera, which you can use during the game to take photographs of the stunning landscape right from the very beginning. These pictures can be stored on your memory card should you so wish. Expect taking pictures to form mission objectives later on in the game.



The sequence to the right shows the hang-glider pilot coming in to land. This is probably the most difficult vehicle to land properly.





The action replay shows the completion of the mission from a different angle. Considering how difficult it is to judge your approach with the hang-glider, the pilot hasn't too bad a good here...

PILOTWINGS TRANSPORT #2:
THE ROCKET BELT

Like the Hang-Glider, this is one of the original forms of transport to make the transition from 16-bit to 64-bit PilotWings. The Rocket-Belt's thrusters are under direction control the 3D stick - push them forward or backwards for lateral movement or point them straight down and engage for extra gravity-defying force. On missions involving the Rocket-Belt you often find hoops stacked one on top of another. Here you position yourself above the hoops and press the right shoulder button on the N64 pad. This engages the overhead view which is just the ticket for this type of situation. Overall, the Rocket-Belt is the most accurate of craft under your control, but as such, the marking of the PilotWings judges is the all more stringent.

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EQUIPMENT: The Z trigger activates a series of retro rockets that stabilist the movement of the Rocket-Belt. Basically this allows you to stop on the spot almost instantaneously. When combined with the overhead view, this allows you to target hoops (and indeed the landing spot) with pinpoint accuracy.

MASTER PRECISION FLYING WITH THE ROCKET BELT!!
USE THE OVERHEAD VIEW TO PRODUCE A PINPOINT LANDING!!

The Rocket-Belt is perhaps the easiest of the different modes of transport in PilotWings to master! However, on missions involving this particular vehicle, the judges come down very harshly on poor flying!

PILOTWINGS TRANSPORT #3: *THE GYROCOPTER*

The Gyrocopter is the most stable and easiest vehicle to control in PilotWings 64. In fact, one of the earliest missions in PilotWings involving the Gyrocopter is so simple, it's almost impossible not to get a score under 95%! However, the ease of use of the Gyrocopter means that the missions involving it are quite tough after the initial cake-walk stages. Tight cornering is also required on the initial set of missions, as the paths set in the training require much dexterity if you're to hit them on the first attempt.

EQUIPMENT: Pressing the Z trigger causes the Gyrocopter to fire one of its on-board missiles. In the early stages of the game, this isn't particularly useful. However, later on you're up against a giant man strutting around the landscape. Target your missiles and let rip - that giant's history as long as you pour on enough firepower! Could the missiles blow away certain areas of the landscape, revealing secrets? Who knows the true extent of the cunning of Miyamoto and Paradigm?

Fly over this green lush terrain, buzzing over a small town before moving over the mountains en route to Mount Rushmore. The five pictures surrounding this caption form a sequence showing the route.

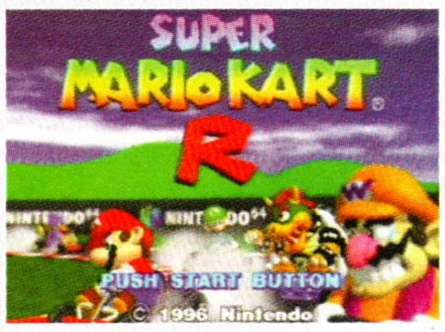
BLACK KNIGHT

WITH NINTENDO 64'S AWESOME GRAPHICAL CAPABILITIES, THE POSSIBILITIES ARE ENDLESS... UNQUANTIFIABLE!!
NINTENDO AND THE THIRD PARTIES HAVE MANY HARDCORE GAMES IN DEVELOPMENT... AS YOU SHALL NOW DISCOVER, MY FRIEND!!

NINTENDO 64 PREVIEW

As well as Super Mario 64 and PilotWings 64, Nintendo have a veritable bounty of graphically astounding new products - and they're not alone! Companies like Williams, Virgin, LucasArts, GameTek, Ocean and Acclaim also have projects "in the pipeline". The rest of these pages are dedicated to showing you what other treats are in store for the world's most powerful games console!

SUPER MARIO KART R - THE GREATEST RACING GAME ENTERS THE 64-BIT ARENA!!



For those of us who know true games mastery, there is only one true road racer. It's a game getting on for four years of age and its name is Super Mario Kart. Perhaps the greatest two-player game ever devised, **MAXIMUM** was overjoyed to discover that the game has been resurrected for conversion onto Nintendo 64.

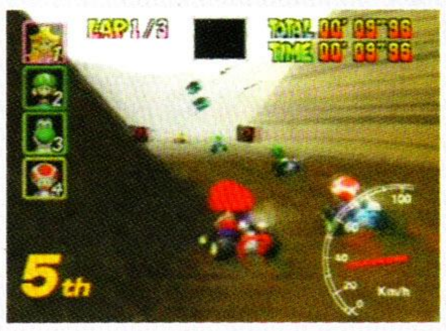
The features of the game are many and numerous. For starters, full 3D backgrounds and characters have been devised, with Nintendo 64 being put to work on a number of excellent visuals effects (the ghost houses look excellent). The game is a split-screen number when multiple players take part, with a maximum of four on-screen at once.

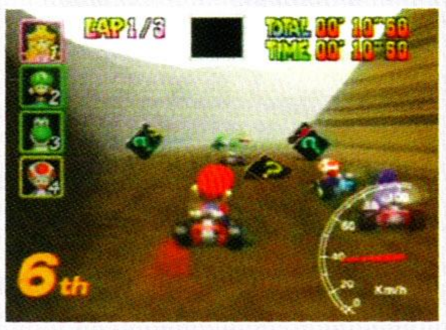
Two new characters debut in Mario Kart R (the R stands for "rendered"). Wario is a driver that everyone should be familiar with, with the other newcomer taking the form of one of the wizards from Super Mario World. After Super Mario 64, Mario Kart R is the most exciting N64 project we can think of!

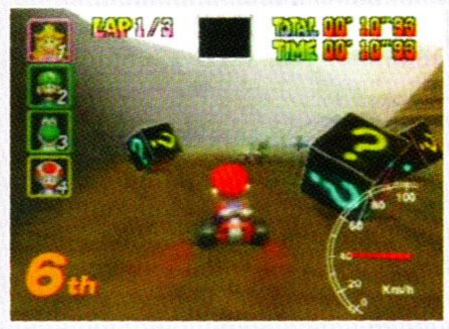
FULL-ON 3D COURTESY OF NINTENDO 64!!

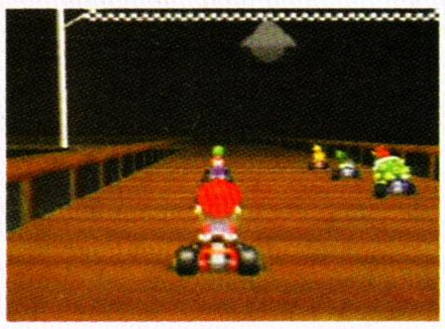
***THE POWER OF SUPER MARIO KART R** WILL BE IN THE GAMEPLAY!!*
*WITH THE **AWESOME ORIGINAL** FOR GUIDANCE, THIS WILL BE STUNNING!!*

One new inclusion since Shoshinkai has been the addition of speech bubbles when dramatic incidents happen to the Karting heroes. As you can see, Mario (above) has made something of a cock-up. Oh dear.



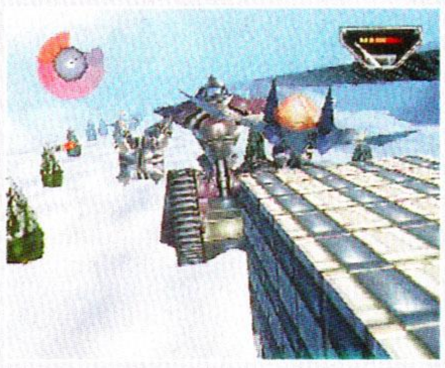


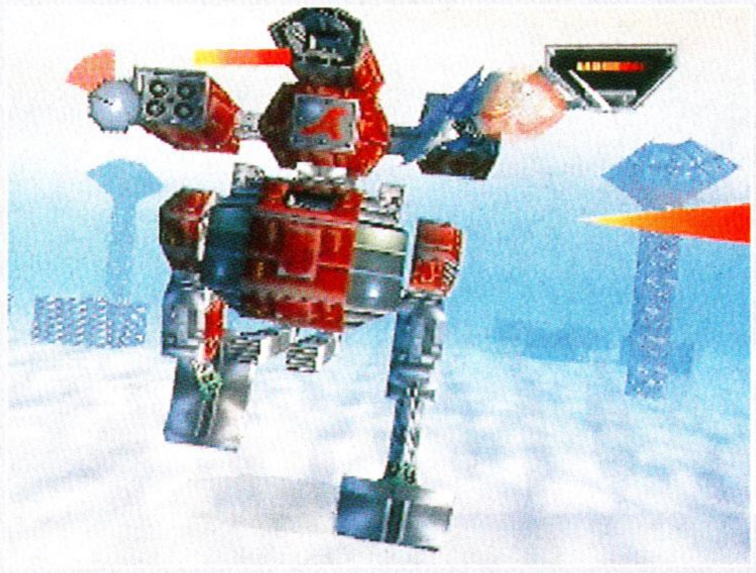




As you can tell from the screenshots, Geese is back with greater power than ever before! Central to Mr Howard's combat prowess is his Rising Sword (right) that can cause a major headache for a jumping foe.

STAR FOX 64 - PREPARE TO BE AMAZED... SERIOUSLY AMAZED!!

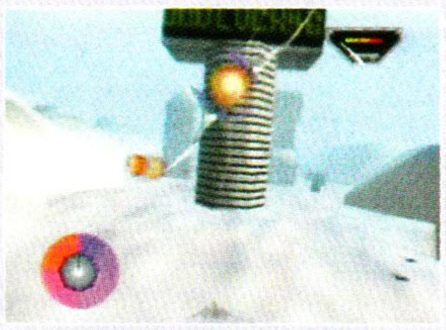


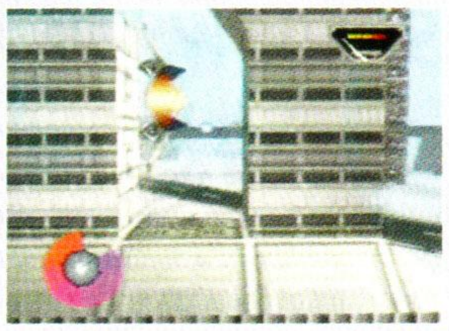


If any one has any doubts about the Nintendo 64's near workstation-like 3D capabilities, **MAXIMUM** recommends that you check out the stunning visuals in StarFox 64 - yet another N64 reworking of a classic Super NES title. The title is still early in development and was only shown in a preproduction form on videotape at the E3 but this much is confirmed.

The detail is so good, when the heroes' ships fly by you can make out who is in the cockpit! The game is split up into space

*THE **THREE DIMENSIONAL POWER** IS PUT TO EXCELLENT USE IN STARFOX 64!!*
*READY YOURSELF FOR **WORKSTATION-QUALITY** VISUALS!!*



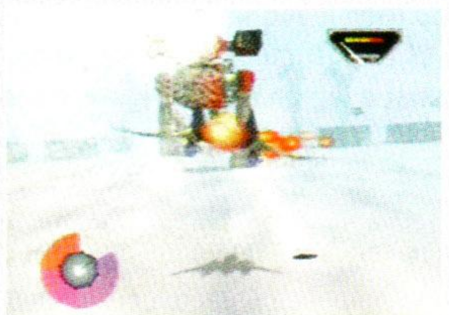
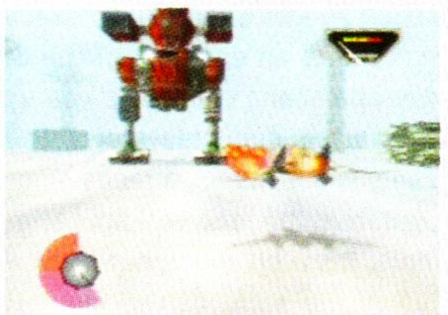


As you zoom by these incredible 3D buildings en route to the boss area, you begin to realise just how superior Nintendo 64 is when it comes to handling stunning 3D visuals.

and terrestrial levels - the former levels are similar in concept to the Super NES original, whilst the latter sees Fox McCloud in charge of an all-terrain tank (which leaves tracks behind on the sand world!).

The bosses look brilliant and in these stages, Fox attacks in "passes" flying towards the behemoths inflicting damage, overtaking, and spinning around for another strike.

This looks extremely tasty indeed...

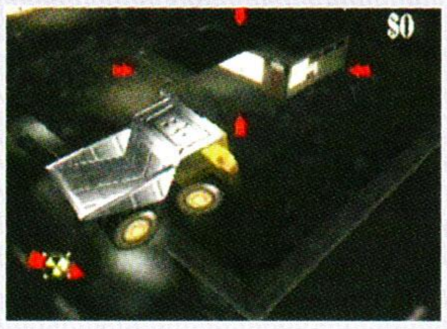
BLAST CORPS - A STUNNING TITLE OF RAMPANT DESTRUCTION!!

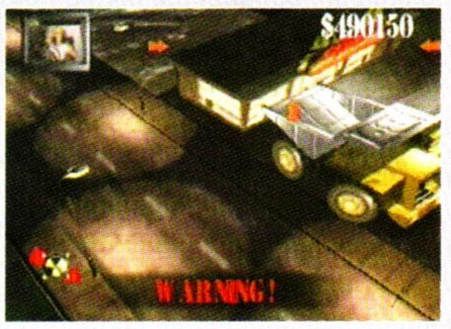
A game of mass destruction that sees you controlling various rigs of destruction. A mobile nuclear device primed to explode on contact with *anything* is loose and it's your job to go on ahead of the device's pre-determined route, taking out any buildings that are in the way. Money is awarded dependant on just how much destruction is caused. Vehicles under your control range from Tonka-style dumper trucks through JCB diggers right up to strutting metallic robots which transform on command!

The levels start with a flyby of the level, with the BlastCorps helicopter showing you the route through the stage. You start the level with a specific vehicle (for example, a dumper truck on level one) but you can exchange it during the level (although we found that there was little time for these types of shenanigans) for whatever you find). Each vehicle has an optimum method of destruction. For example, with the dumper truck, power-sliding side-on into a building proffers the best results.

BlastCorps looks spectacular and plays very well indeed, but is the destructive action too repetitive? This game is due for the launch of the Nintendo 64 in the States at the end of September, so we'll find out for sure then won't we?

As you can tell from the screenshots, Geese is back with greater power than ever before! Central to Mr Howard's combat prowess is his Rising Sword (right) that can cause a major headache for a jumping foe.





BLACK OUT

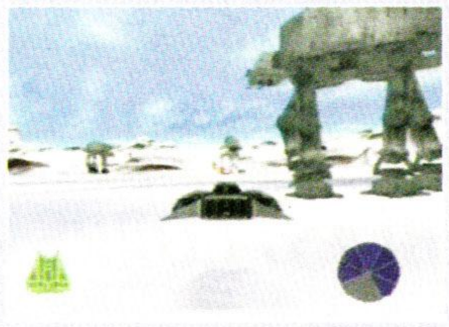
SHADOWS OF THE EMPIRE - LUCASARTS BLAST ONTO NINTENDO 64!!

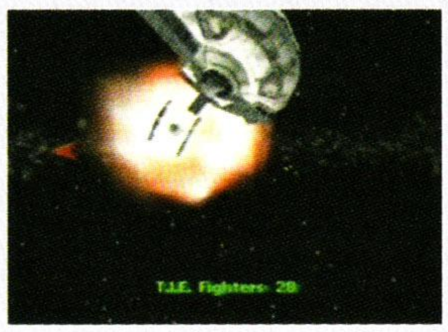
Shadows of the Empire has become something of a major merchandising event. The videogame takes centrestage, but backing it up is a comics series plus a completely new range of Star Wars action figures!

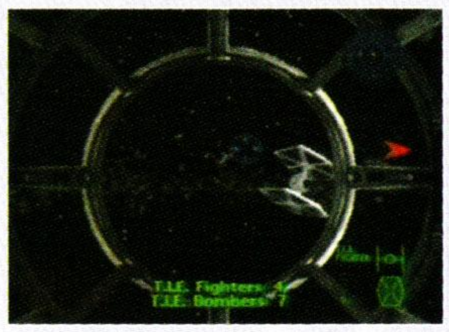
As you've most probably gathered, this takes place during and after The Empire Strikes Back and features the Hoth battle in full effect. Doom-style levels are also included, the first being the evacuation of the rebel base (you can witness the departure of the Millenium Falcon just as it is in the film!). One thing to try on these levels: find a quite spot, choose the third person perspective and just wait. First of all, the action zooms in on your character and then it zooms in again, with the hero's face taking up most of the screen. As an example of the detail of the 3D models in this game, it's superb. Later levels include an asteroid scene which has you up against a legion or TIE Fighters and the more lethal TIE Bombers.

Another good feature of the game is the music, directly sampled from the John Williams originals. It's a bit tinny, but in capturing the spirit of the movies, it's great.

MARVELLOUS 3D MODELS AND SMOOTH ACTION!!







Two flying sections of the Shadows of the Empire game have been revealed to date. The Hoth battle is old news now (above), but it's smoother than the Shoshinkai version. The asteroid field (left) looks pretty damn cool.

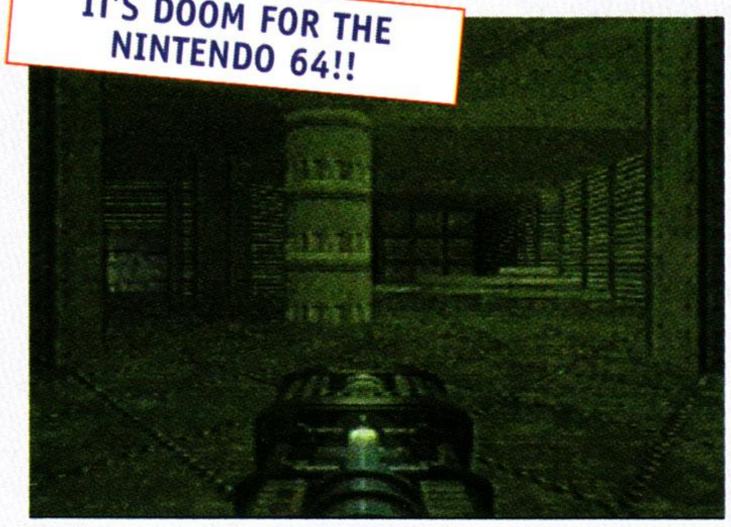
THE 3D EXCELLENCE CONTINUES IN DOOM 64 AND SHADOWS OF THE EMPIRE!! VISUALLY, THESE GAMES ARE ABSOLUTELY OUTSTANDING!!

DOOM 64 - ID'S CLASSIC TOTALLY ALTERED FOR N64!!

Williams' most impressive of Nintendo 64 titles is the single one that they did not wish to show at the E3! Regarded by Nintendo as one of the best third party games in development, Doom 64 has been completely redesigned from the PC original. All-new graphics and textures abound with the creatures being completely 3D polygon creations. The 3D engine is also all-new, with the Nintendo 64's fogging and mip-mapping giving Doom 64 a look almost on a par with id's Doom successor, Quake! However, the proposed polygon meanies are still sprite-scaled...

All that has been revealed so far are the Nintendo Power screenshots (which we won't bother printing) along with these tantalising snippets from the showreel presentation which ran at the E3. Again, a most tantalising Nintendo 64 title...

IT'S DOOM FOR THE NINTENDO 64!!



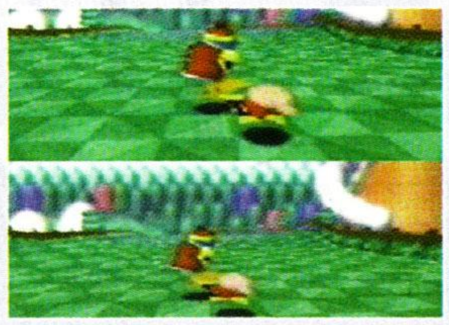
Above you can witness a couple of still screens from the two second preview Nintendo showed of Doom 64 on the videowall at the E3. Sorry about the lack of enemies - blame Nintendo America!

KIRBY'S AIR RIDE

Loved by some, hated by many and met with huge indifference by many of the **MAXIMUM** staff, Kirby's Air Ride actually looked less exciting than the Shoshinkai demo seen last November. Let's not knock the game too much, as it did show a glimmer of promise, but compared to the vast array of superior software both for the N64 and other consoles, Nintendo have a lot to do before the game even approached acceptable 64-bit quality.

The game itself runs a little like Super NES StarFox, with the Kirbster mounted on an airboard that twists and turns, but generally keeps around five feet off the ground. The surroundings are pretty enough, but there's noticable pop-up in the far distance, and the two player version slows considerably. It also remains to be seen what the actual game will entail. However, despite this mini-slating, the game has the potential to be another notch in Nintendo's bow providing the excitement can be tweaked considerably. Multi-player options are also included for plenty more Kirby action.

Well, we weren't too keen on Kirby's Air Ride when played it at the Shoshinkai last November, but thanks to a complete graphical facelift, it at least looks a lot better than it did. How it plays now is any one's guess...



FULL-ON 3D COURTESY OF NINTENDO 64!!

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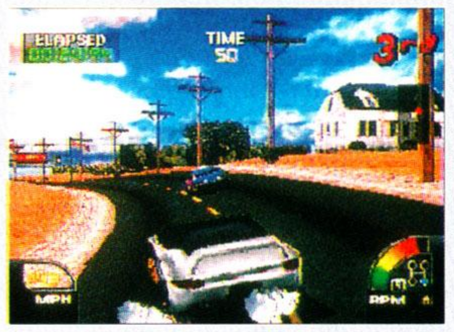
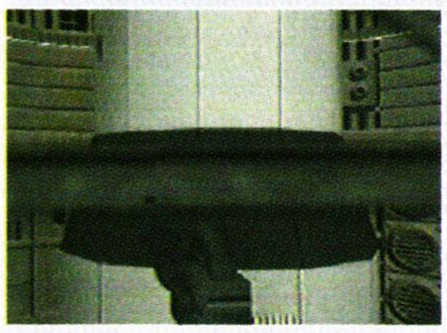
CRUISIN' USA

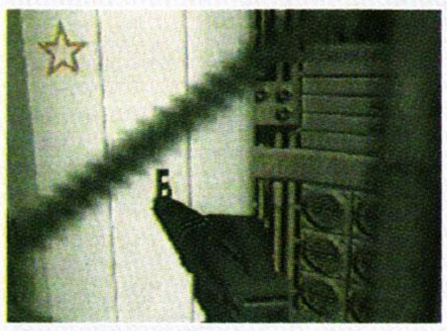


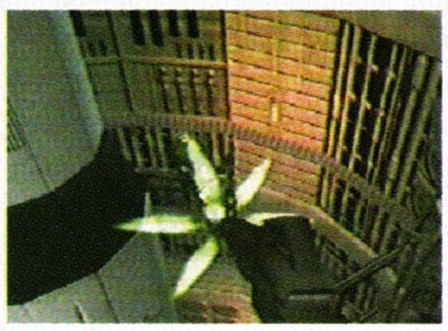
Here's a few pictures of Cruisin' USA on the Nintendo 64! It's almost exactly the same as the coin-op. In fact it's better, but when compared to other titles in terms of gameplay, it just lacks that "feel" that makes a great videogame.

When the power of the N64 was first harnessed into arcade hardware, two games were available. Sadly, the Nintendo 64 version of this arcade racer appears to be exactly the same; with visible pop-up and a chugging frame-rate. This certainly isn't a Ridge Racer beater, but is sure to win a cult of fans anyway, not least because of the wealth of courses on offer. Boasting over 14 tracks, the secret vehicles (such as the yellow school bus and a tricycle!) and truly unfortunate ramps (sending cars shooting up into the stratosphere) go some way to combat the lack of a real driving feel that this game has. It's hard to believe that Williams' Eugene Jarvis (the guy who designed Defender and Robotron) had anything to do with this, but unfortunately, it's true. The version on show at the E3 wasn't complete, but it was not *that* far off, and we weren't really impressed. As you might have gathered.

GOLDENEYE



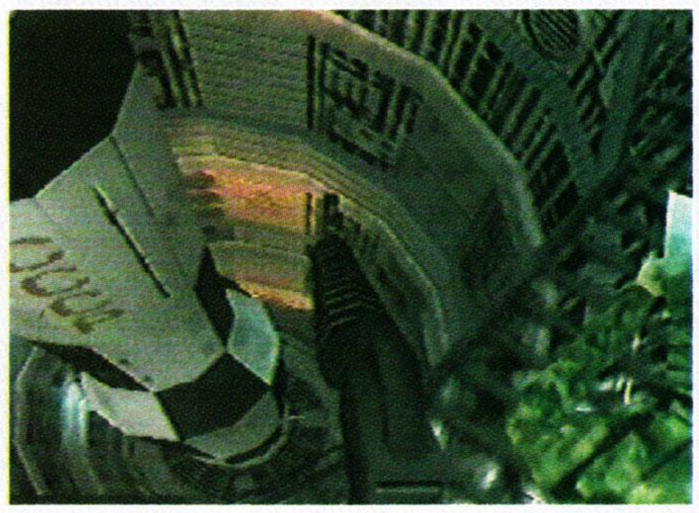




If these are the sort of visuals Nintendo 64 is going to produce, just how are Sega and Sony going to compete? We shall see...

The latest Bond extravaganza is being recreated onto the new 64-bit wonder courtesy of Rare, so you'd expect the finished product to be something rather special. We were not disappointed. Being a 'Virtua Cop 2 on steroids' with added freedom of movement is certainly very appealing, but the actual graphical showcase showed even more promise than previously suspected. On one occasion, Bond enters a rocket base and ascends a lift. As the lift shoots upwards, we view the cone of the Soviet rocket; and the detail is so impressive that it looks like a rendered intro. We turned the corner, came face to face with a baddie soldier and gatlinged him in the chest, watched as he looked rather bemused and fell over. Very very impressive indeed.

The action doesn't end there, either. Rumours abound that there's a Doom-type level, that all the different characters from the film have had their faces texture-mapped onto the polygon characters, and that there's even secret levels where infamous old Bond baddies make an appearance... We can't wait for this one!



WAVERACE 64

Remember all of those great shots of WaveRace 64 we printed in issue #3? You remember - Nintendo themselves called it "F-Zero on water". Well, since the Shoshinkai Show, the game has been changed almost totally. In fact, the only thing that appears similar is the visual effects used to depict the water, which are totally stunning.

The skimmers seen in the Shoshinkai version have given way to more conventional jetskis and in the screenshots released to date, the surrounding cityscapes are all but gone. However, playability is where it counts and this is where Mr Miyamoto's presence can be felt. If Mario Kart was uncanny in bringing

*THE **GRAPHICAL EFFECTS** ON THE OCEANS OF WAVERACE 64 ARE SUPERLATIVE!!*
*WITH **MISTER MIYAMOTO** IN CHARGE OF GAMEPLAY, A CLASSIC TITLE IS ASSURED!!*

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the 3-D action adventure

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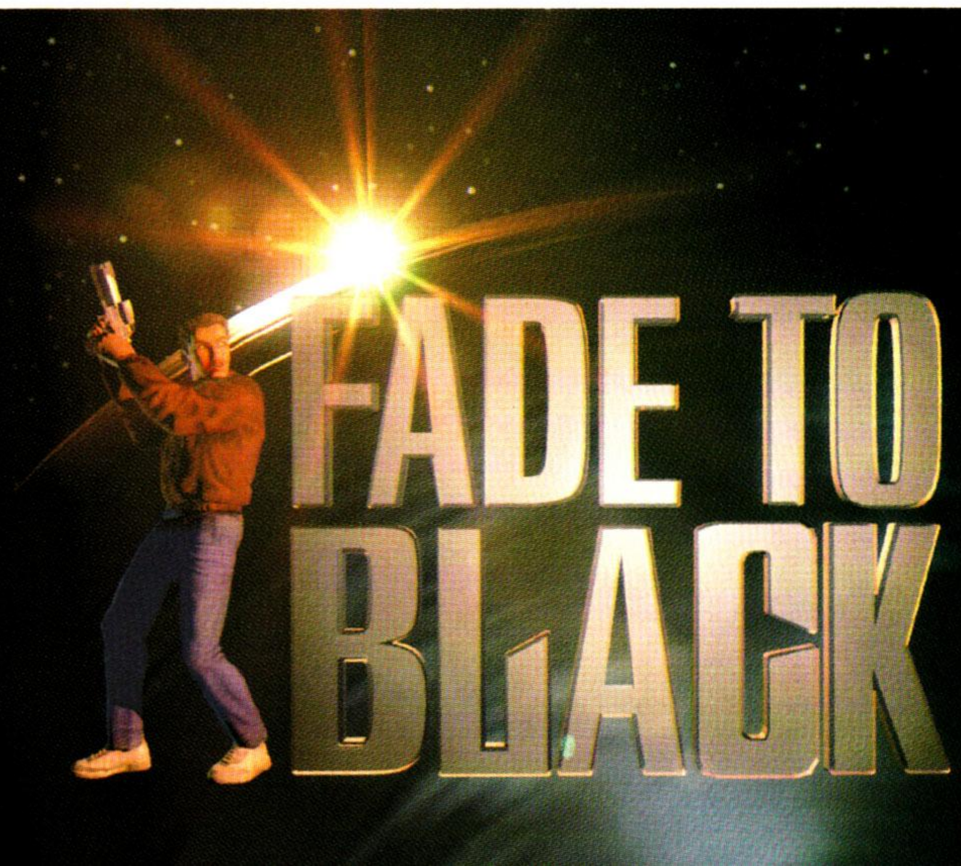


go-kart action to the videogames arena, WaveRace looks set to do the same with jetskis. The feeling of bouncing over waves in excellent.

At the moment, what has been revealed hasn't been much. The game's visuals seem too reliant on the wave effects, leading to quite a repetitive look. Also, the gameplay at the moment is limited to a slalom race between markers.

But hey - this is an NCL product - it's bound to be incredible when it is finished.

What these pictures can't show is the sheer quality of the visual effects - particularly on the water. The waves, the reflections... it's bloody great!

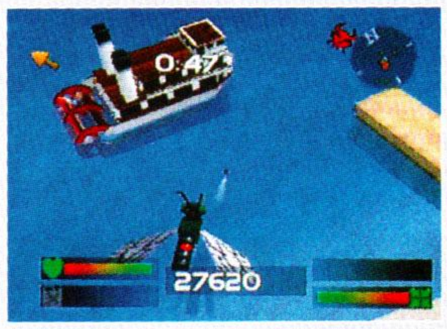
BODY HARVEST - CONTROL OVER 140 VEHICLES!!

Another UK-based development company, DMA Design, are behind Body Harvest, which has still only been revealed in a videotape form. Despite the lack of a hands-on playtest, **MAXIMUM** is still looking forward to this immensely.

The game looks exceptionally original (what would you expect from the creators of Lemmings?), with the player taking control of a one-man alien repulsion force. Xenomorphs are attacking the earth, abducting humans and performing foul acts upon them. So it's down to you to stop it.

The basic attraction of Body Harvest is the 3D landscape and the sheer freedom you have to explore it. Helping you in this task is the ability to commandeer any vehicle in the area. The entire game has a total of around 140 different vehicles you can take control allowing you access to land, water and air.

As we said in issue #3, this reminds us very much of an old ST/Amiga game called Hunter by Activision which has utterly amazing for its time. With Nintendo 64 technology and an improved concept, Body Harvest could well be the dark horse of the super-console's line-up. We certainly can't wait to get our hands on it.



TUROK THE DINOSAUR HUNTER

If you believe that Rare are the only high-profile UK developers coding for the Nintendo 64, you're wrong. Iguana (the team behind hits like NBA Jam) are Acclaim's team behind their first Nintendo 64 product. Early screenshots looked disappointing, but at the E3 we were finally able to get a look at the game in action. And it looks most impressive indeed.

As you might have gathered Turok is a first person perspective shooting game in the style of Doom. The one-level demo on show at the E3 showed Turok running around a jungle terrain (featuring ancient aztec-style architecture) using a vast variety of weaponry to take down a range of dinosaurs and human opponents. By the way, when we say "a vast range of weapons", we mean it! An armoury of slashing weapons, bows and arrows and high-calibre military weapons are available. The latter form of offense is definitely the best. A brilliantly animated shotgun is one of the highlights, but the best is almost certainly the mini-gun. Its function is similar to the chain-gun in Doom, but the visuals are superior. When you let go of the trigger, the chambers still spin, gradually slowing down to a stop.

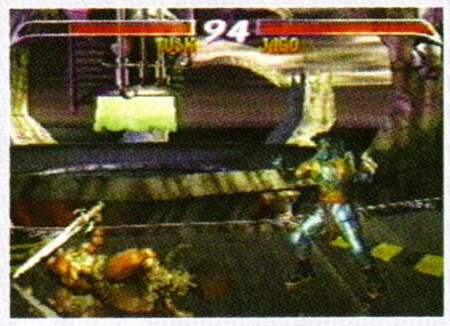
After our playtest, we realised that Williams could well have some competition with their Doom 64 conversion. Turok looks very, very good indeed.

KILLER INSTINCT

Remember when Nintendo of America announced the "Ultra 64"? They used Rare's Killer Instinct arcade game as an example of the sort of visuals you could expect to see on the home console. Well, although the coin-op used no N64 technology at all, it's good to see that the actual home game is just as good in terms of quality as the arcade original - right down to those spectacular plasma effects when characters pull off fireballs and what-have-you.

Rare promised an original KI game for the Nintendo 64 and they have certainly delivered. Although the game uses the same characters as Killer Instinct 2 from the arcades, all-new backgrounds have been designed to give Rare the chance to flex the Nintendo 64's 3D muscle. This leads to some excellent camera work, which is superior to the original coin-op's.

In terms of gameplay. new types of combination and reversal are planned for the game, although the basic "meat and drink" of the title is very, very close indeed to what has gone before in the arcades. Which is just how the people interested in this title will want it. For those gamers who aren't that keen on the arcade versions, KI64 will do little to convert them, but the prospect of an original KI fest is bound to have an exciting effect on true fans of the coin-op.



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Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

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In the future. There will be four more puzzles at £2.00 each and one tie-breaker at £1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H				
		E			
P	I	N	C	H	W
	R				
S					

MYSTERY WORD

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS .....K	BLAST .....A	WRECK .....D
BREAK .....Z	PUNCH .....S	SPRAY C	TURBO V
STOMP .....T	STAND .....R	PRESS .....E	DREAM ....O
CRUSH I	SCORE .....H	SLANT L	CHASE .....P

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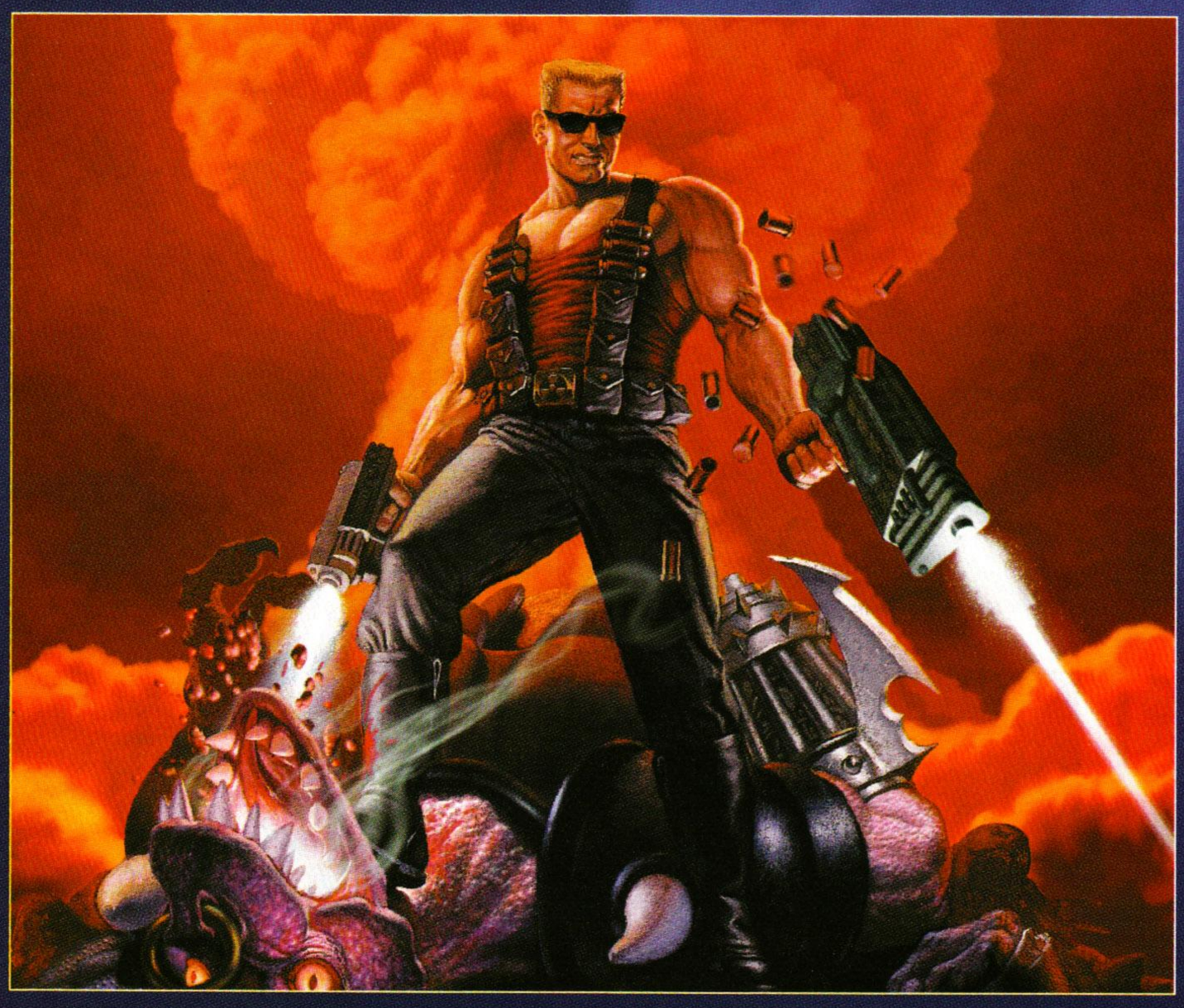
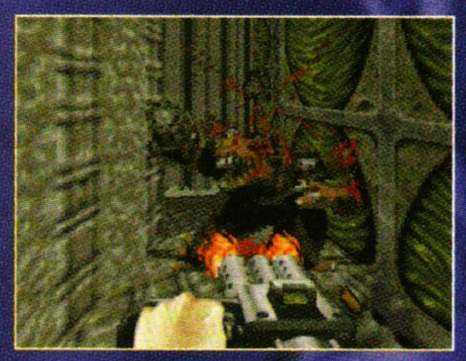
PC	CARNAGE FEST PAR EXCELLENCE! **DUKE NUKEM 3D**
3D REALMS	SHAREWARE VERSION AVAILABLE NOW

DUKE NUKEM 3D - HAIL TO THE KING BABY! REGISTERED DUKE ARRIVES... AND IT'S AWESOME!



THE LEGACY OF DUKE



Unlike some companies, who use the 'Shareware' release system merely as a way of generating interest in their games, 3D Realms used the six level demo of Duke Nukem 3D as a public beta, asking for consumer feedback and then modifying the commercial release to suit ALL the requirements of their prospective audience. Not one,but TWO patches were added before the game's eventual release (1.1, which we covered last issue, and 1.3D which, among other things, saw the addition of smoke trails on the RPG rockets), fine-tuning the mechanics of the game to near perfection. And now, finally, the registered version has hit the shelves. As Duke would say, 'It's about damn time!'

WHAT'S NEW!?!

Apart from the addition of 24 new levels (two eleven level episodes and two dukematch only stages), the registered version of Duke Nukem 3D features four new weapons, seven new enemies (including two bosses), the capacity for up to eight player networked Dukematch and a veritable treasure trove of delights stowed away on the Duke CD - including full versions of both Duke Nukem and Duke Nukem 2, and 3D Realms' own level editor. On top of these attractions, 3D Realms have also taken the time to iron out just about every bug and glitch witnessed in the original shareware release, thus making Duke Nukem 3D the smoothest and most balanced 3D shooter yet. Let there be no doubt: you definitely get your money's worth.

Registered Version of Duke Finally Arrives... And It Rocks!

PLAYSTATION AND SATURN OWNERS REJOICE!

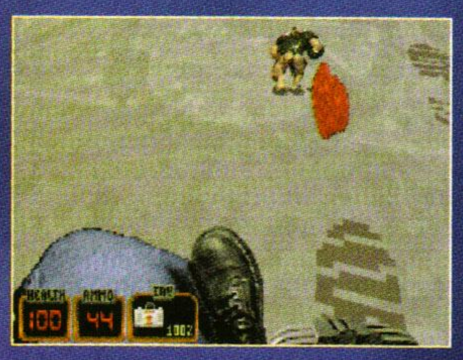
Conversions of Duke Nukem 3D for both the Saturn and PlayStation were announced at the E3 show last month (with GT Interactive due to publish the goods), and we see no reason why they shouldn't be every bit as good as the PC version. While it is generally accepted that the PlayStation can handle this type of 3D sprite based action with ease (witness Doom), the Saturn demo of Exhumed (see news), which uses the same BUILD graphics engine as Duke Nukem 3D, proves that Sega's machine is also capable of running a detailed 3D first person perspective blaster at Pentium smoothness.

YOU'RE GONNA DIE FOR THAT!

On top of the weapons we covered last month (mighty foot, 9mm pistol, combat shotgun, chaingun cannon, RPG, pipe bomb) registered Duke Nukem 3D features four new 'tools of the trade' as well as some modifications for the older weapons. Here's the low down on the new ordinance...

Doom is for WIMPS!

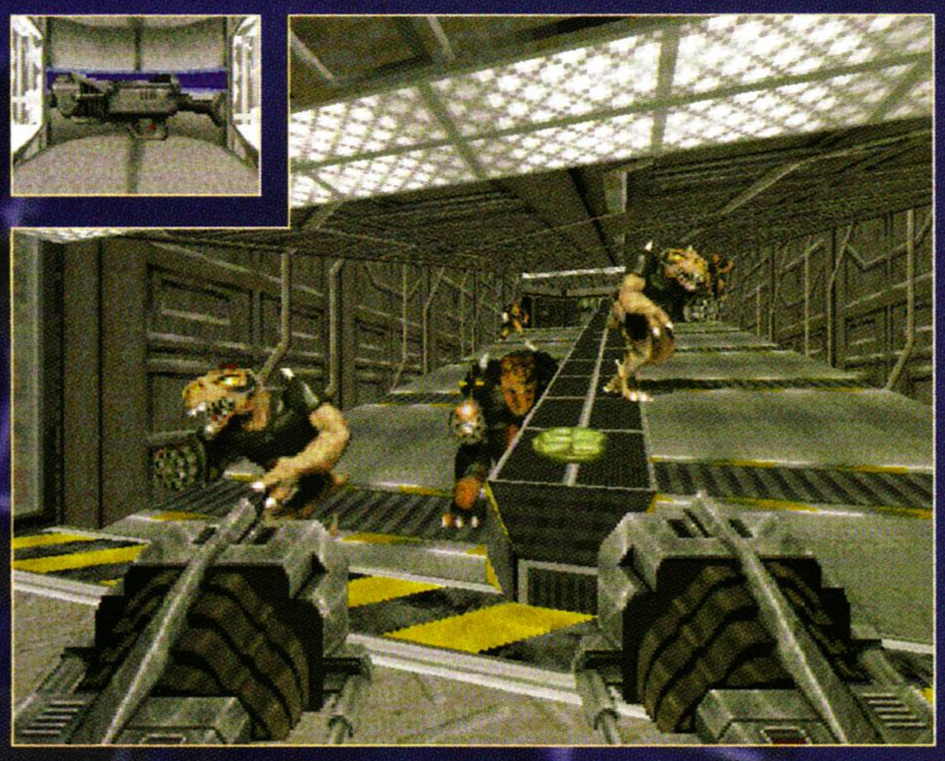
Some top Die Hard based action (above) as Duke detonates a carpet of pipebombs, sending heads, limbs and creatures flying! The shrinker (right) will guarantee a kill in one shot against all but the most powerful enemies.



7. SHRINKER

Captured from the aliens, the Shrinker fires balls of green energy at quite a slow pace, with a split second power up delay (a la the BFG). However, should the ball hit its designated target (or the immediate vicinity), the unfortunate recipient - be he monster or Dukematch opponent - is shrunk to the size of a small rodent. In this state they are utterly defenceless, and can only travel at a snail's pace. Catch up with them stomp them into a bloody mess! Come here little piggy! I crush your head!

GUN STARTS: 10 **AMMO PACKS:** 5 **MAX AMMO:** 50



8. DEVASTATOR

Straight of the Pentagon's top secret labs, when found the Devastator attaches itself to Duke's arms and lets loose a swarm of miniature stinger missiles in the direction of your enemy. Tap the fire button for a short controlled burst,or hold it down for all out carnage! Be warned though, as the weapon chews through ammo in a matter of seconds. Best reserved for crowded rooms and Overlords.

GUN STARTS: 15 AMMO PACKS: 15 MAX AMMO: 99

9. LASER TRIPBOMB

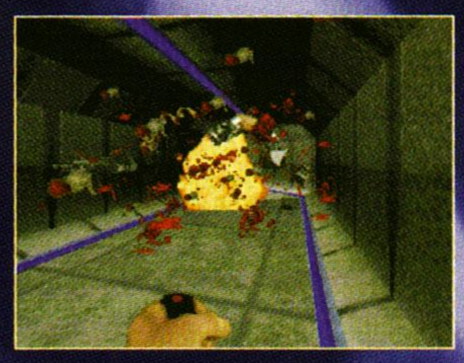
The weapon of a connoisseur! Place this device on a flat-walled surface, and after a two second delay it will emit a bright red laser beam across to the opposite wall. Anyone, or anything, who then crosses the beam sets off a powerful directional blast with a huge damage radius. While monsters tend to shamble through the laser unaware, more cunning placing is required to fool a human opponent into triggering the device. Attach them at foot height in darkened areas, or through false walls where the other side cannot be seen. If two or more are close together, detonating one will start a chain reaction.

GUN STARTS: 1 AMMO PACKS: 1 MAX AMMO: 10

10. FREEZER

Streams of powerful molecular discharges ricochet around the environment as this weapon chills its victim down to the point of death and ultimate crystalisation. Once an enemy is frozen, you'll only have a few seconds in which to shatter them beyond the point of recovery, else thawing will ensue! Fortunately, by approaching an enemy in this frozen state, Duke will automatically kick to finish them off. However, leaving an opponent to thaw can provide for amusing dukematch finishes, as they then re-enter the game with only one health point. A fast firing, potentially lethal weapon, though watch out for that rebound!

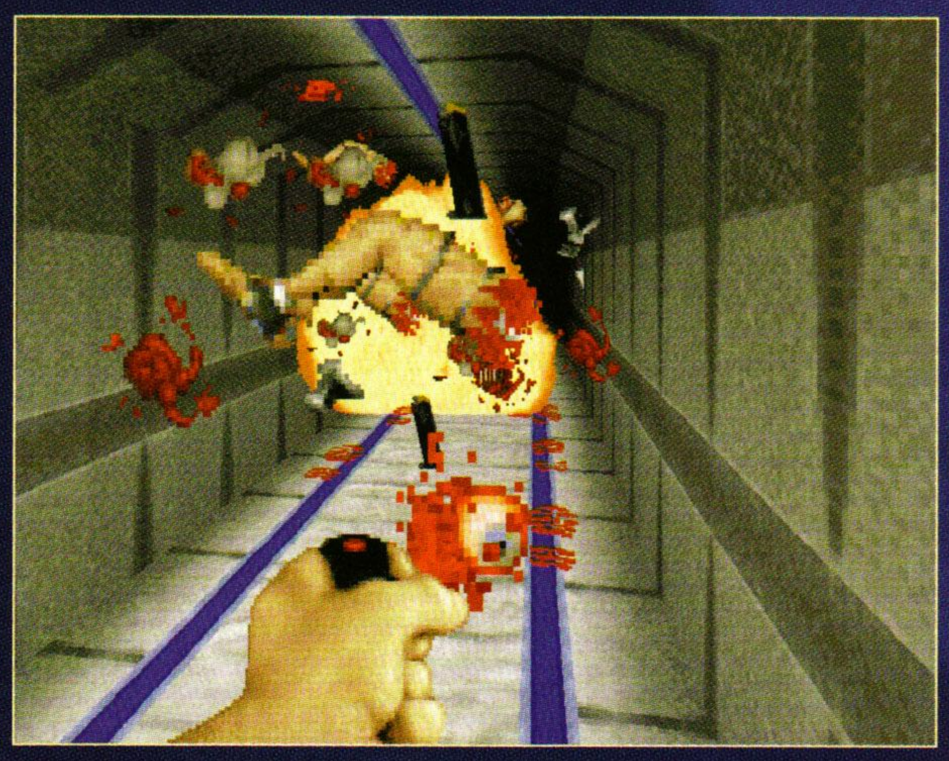
GUN STARTS: 25 AMMO PACKS: 25 MAX AMMO: 99



Duke creates monstersickles out of a room full of Enforcers (above). Duke is full of in-jokes (left). Look! Indy, Arnie (in exo-skeleton form), and, er Quake. Incidentaly, Raiders of the Lost Ark is one of my favourite films of all time. It's ace! But how Spielberg got away with a PG rating I'll never know.

THE REVENGE OF POP CULTURE!

As players of shareware Duke Nukem 3D already know, 3D Realms have littered the many levels with numerous references to other games and films. Shareware Duke saw a tip of the hat to Doom, Heretic, The Hunt For Red October, and even OJ Simpson. Registered Duke continues this tradition with several more 'in-jokes', including a Terminator crushed in a metal press ('you're terminated!'), a skewered Indiana Jones in a collapsing cave ('we meet again Doctor Jones!'), a 2001 style black monolith and even a reference to Quake when Duke accidentally triggers the demolition of a large building and adds 'I ain't afraid of no Quake!'

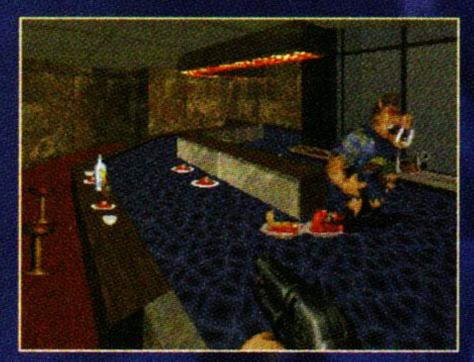


RATED 18!

Duke Nukem 3D is the first 3D action game EVER to receive an official BBFC 18 certificate, even though it contains NO full-motion video sections whatsoever! A combination of outrageous violence, harsh language and seedy smut convinced the board that buyers under the age of consent would take offense to Duke's sprite based images of atrocity! So for all of you sickos, registered Duke contains even more scantily clad 'babes', more gruesome death, hazardous turds (I shit you not!) and some distinctly dodgy CG cut scenes at the end of each episode. Tarantino would indeed be proud.

SECRET MESSAGES

Throughout the course of the game Duke will venture in many darkened areas where, with the aid of a pair of Night Vision goggles, he can spot some otherwise invisible helpful hints, normally leading to the discovery of secret areas. Some of these messages are just for comedy value (Anal Oothric!?!), but nevertheless **MAXIMUM** recommends a thorough examination of all darkened areas.



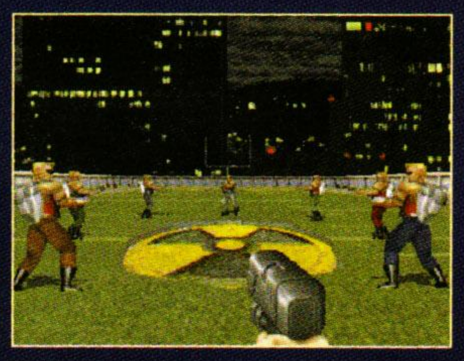
YOU'RE AN INSPIRATION FOR BIRTH CONTROL!

A DUKE MATCH MADE IN HEAVEN!

Of course, the one-player quest will only last you so long. Soon you'll be itching to deliver a ballistic lead-based portion to a human opponent, and hey, who are we to argue. The flexibility of Duke's 3D level design, coupled with the innovative weapons and items makes for an interesting variation to Quake deathmatch, and has even managed to draw us away from Id's awesome frag fest ... for the moment.

Dukematch is actually more akin to Doom deathmatch than Quake, with all the weapons inflicting near critical blows in one shoot, as opposed to Quake's war of attrition. This helps to keep the action fast and the frag count alarmingly high. Dukematch also contains a lot of new features that make the experience more varied, such as the ability to see what weapon your opponent is carrying, blood trails, video monitors, environmental hazards (such as tube trains!)and the highly amusing 'remote ridicule' Duke speech.

An eight-player Mexican stand off, Duke style (right). Eight player dukematch tournemants are an experience not to be missed. The joy of destroying four of your best mates at once with a well place pipe bomb is unrivaled!

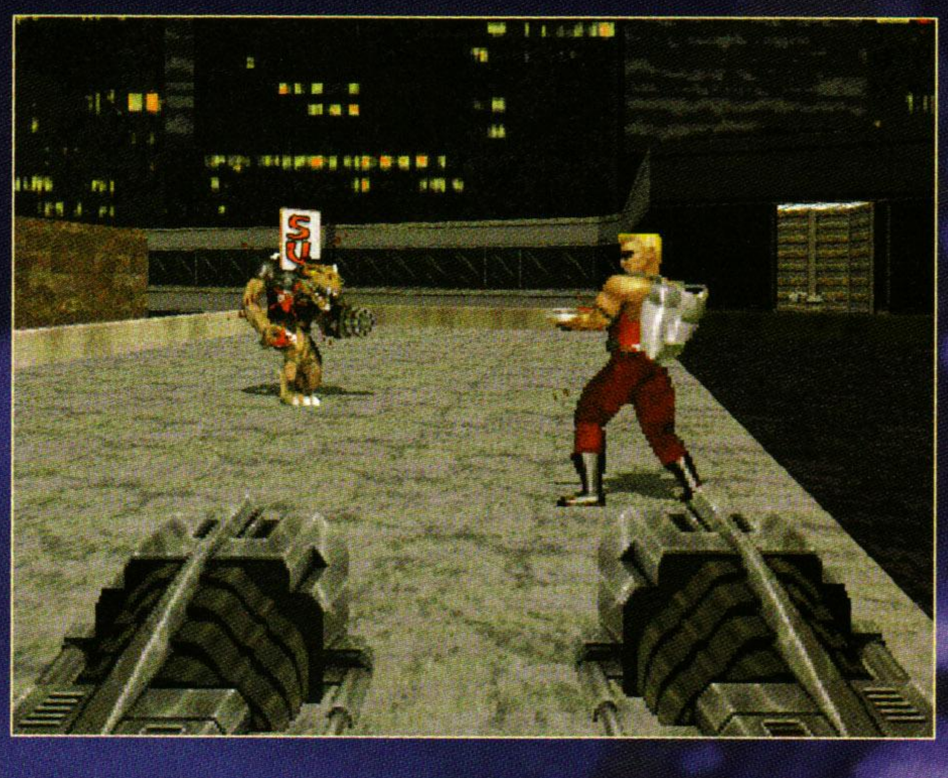


In fact there are so many things to do in Dukematch that returning to Quake after a session of Dukematch you find yourself missing some of Duke's more 'entertaining' features, such a placing a network of laser trip bombs in a darkened corridor, taunting a helpless frozen opponent before shattering them into a million pieces, or chasing a shrunk Duke to deliver the final foot based coup de grace.

CO-OPERATE? ...NEVER!

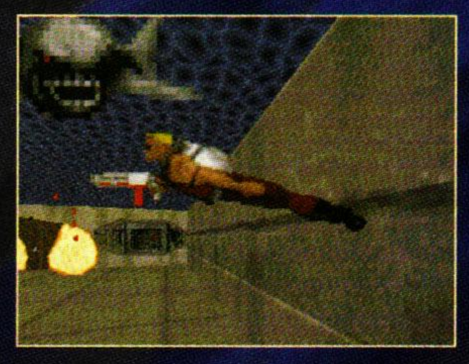
One feature of networkable games that **MAXIMUM** has often overlooked is the co-operative battle mode. Joining together with a partner to take on the alien scum can sometimes be as enjoyable as parting their mud-flaps with hot buckshot, particularly if you've never played the level before. The challenge is set to complete an episode without either of you dying once, and in order to achieve this you've got to work very closely together, sharing ammo and planning your marching order carefully. Great fun if you can resist the blast your comrade in the back.

IT HURTS TO BE YOU! YOU'RE GONNA DIE FOR THAT!



MONSTER MUNCH

Registered Duke Nukem 3D also features a whole host of new enemy aliens who are just dying to meet you. Last month we covered the Assault Trooper, Assault Captain, Pig Cop, RPV and Octobrain. This month, prepare yourself for the horrors that lie in wait in the final two episodes...



ENEMY PROFILE 6: ENFORCER

With chaingun blazing, the armoured enforcer makes short work of an unprotected opponent. They are fast, agile, and thanks to a powerful set of hind legs, can leap to many places where an unsuspecting Duke may be caught off guard. They normally stay in packs of at least three, and can be distinguished by the huge ring they all wear in their snout. When killed the enforcer drops either a chaingun, or chaingun ammo.

ENEMY PROFILE 7: SENTRY DRONE

These kamikaze mechanised alien watchdogs use an anti-grav propulsion unit top speed through the air towards their target: namely, you! They each contain a small but powerful explosive device, and attack by colliding and detonating upon contact with living matter. Latest Intel suggests that they have also been fitted with a defensive evasion microchip, so don't be surprised if they dodge any projectile based attacks. You're only warning is the high pitched whine they emit once they have locked on to a new target.

ENEMY PROFILE 8: ASSAULT COMMANDER

Suck it down! The free floating Assault Commander knows how to throw his weight around as he engages his anti-grav spin-deck in your face! When at greater distances he fires deadly rockets from his rear port, which contain approximately the same explosive charge as an RPG rocket. He also requires a fair few hits to take down, so best break out the heavy weaponry when dealing with more than one of these geeks. The good news is that when killed, the Assault Commander sometimes drops a box of rockets.

The Enforcers can jump! (above). This cuases no end of problems as they regularly leap out from behind crates and the like. The Sentry Drones (right) often attack in swarms. They also take loads of shots to kill. Bastiches.

ENEMY PROFILE 9: PROTOZOID SLIMER

The slimer emerges from its egg sack with a simple nervous system and only one mission in life - to suck your brains out through your eye sockets! Though it is easy to kill, its elastic body makes it an evasive enemy, as it stretches from floor to ceiling in an attempt to get close to you. If one should reach your feet, watch out! The chances are it will be appearing on your face a second later! Get them before they get you by destroying any unopened eggs.

ENEMY PROFILE 10: GREAT WHITE

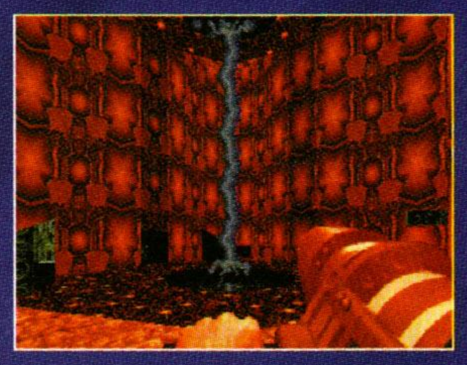
These sharks only appear underwater (obviously) and attack in schools of three or more. They are not mutants, and as such have no ranged weapons, just razor sharp teeth. After combating fearsome aliens, sharks pose no real threat to Duke, and should be treated with a low priority when entering into underwater combat. A far cry from Jaws and the days of Bruce the Shark.

COME GET SOME YOU FILTHY SCUM SUCKING PIG DOGS!

A full compliment of episode bosses (left). They're all pretty formidable foes, though the Cycloid Emporer is undoutably the boss to end all bosses. I mean, look at him. He's got rocket launcers on his arms for God's sakes. Only a nutter like Duke would consider spilling his pint.

DA BOSSES!

At the end of every episode Duke must face off against a vast leviathan boss to proceed to the next stage. These take the form of the Battlelord, the Overlord and the all conquering Cyclone Emperor. All of them attack with projectile weapons, and a weaker version of the Battlelord appears intermittently throughout episodes two are three.



This attack craft (right) continually circles the spaceport in the first level. If the pilot spies you through any of the windows, he will launch a barrage of missiles that can damage you if you stand to close to the walls.

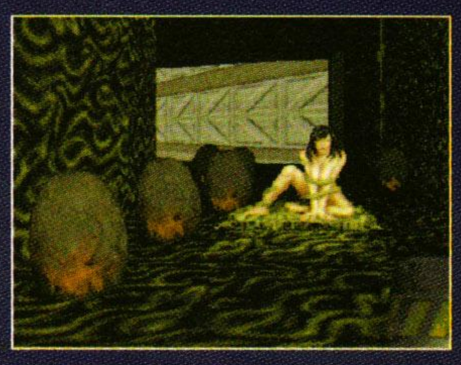
EPISODE TWO: LUNAR APOCALYPSE

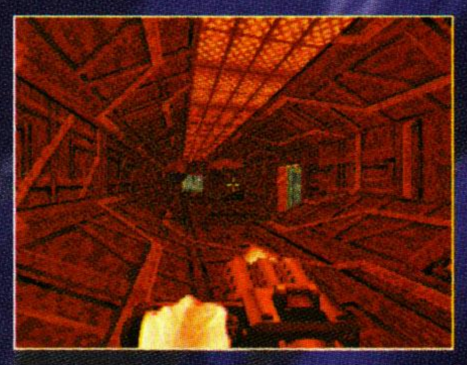
After venturing into a vast underground cavern and defeating the Battlelord boss deep within his buried ship (see last issue), Duke is surprised to discover that the fearsome creature was not, in fact, the mastermind behind the alien invasion. Instead, the Battlelord was only responsible for the preliminary assault on Earth, while the main bulk of the alien forces stayed behind at an over-run space station orbiting the planet and prepared themselves for the second wave. Resolved to avenge the destruction of his ship (not to mention the incubation of several of his ex girlfriends), Duke hot-wires a nearby spacecraft and heads towards the station.

*I'll rip off your head and s**t down your neck!*

LEVEL ONE: SPACEPORT

After leaving his ship (you can return to it via the teleporter at the start of the stage for an RPG) Duke ventures into the overrun Spaceport and soon comes into contact with his first Enforcer. The level is built around a central lift shaft which can be accessed once you've solved the simple puzzle in the main chamber. Use a jetpack to travel up the shaft to find a Devastator, and be sure to activate the semi-circular lift near the red key lock exit to obtain the shrinker. There is a solitary Sentry Probe in the room leading into the escape capsule.





A selection of shots from the early stages of the second episode (left). Some of the coloured lighting effects contribute to a suitably eerie atmosphere.

LEVEL TWO: INCUBATOR

Duke docks the escape capsule and proceeds slowly into the west wing of the station. After a skirmish with several aliens (including a swarm of Sentry Droids) Duke opens the window shutters to reveal that this end of the station has been infected by a geiger-style organic entity! After a brief excursion to open a energy door, Duke enters into in the fearful incubator chamber, where he has his first encounter with a spawn of protozoid slimers! Eurgh!

LEVEL THREE: WARP FACTOR

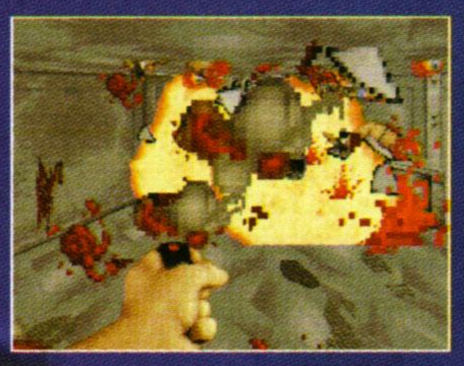
A touch of Dark Forces here, as Duke travels around a large level with two distinct sections linked by an air tight space tram. There is no alien infection in this area, but that doesn't make it any less dangerous. At one point Duke enters into the Space Station's control centre, and opens the shutters for a breathtaking panoramic view of the earth... before getting back to shedding alien blood. Watch for a Battlelord and two Assault Commanders near the level's exit. Suck it down!

LEVEL FOUR: FUSION STATION

A vast and complex level based around a multistory column in the middle of a huge lava pit. Duke must battle his way up this structure through several floors, all constructed out of Alien technology. Watch for a tricky secret door in a side section in the piston room, then jump on the single alien egg to reach a box of Pipe Bombs. At the heart of the column is a huge energy reactor, begging for a well placed pipe bomb or RPG. Just make sure you stand WELL clear when it goes up! Big Jobs!

LEVEL FIVE: OCCUPIED TERRITORY

Duke storms an orbiting EDF complex (Earth's Defence Forces)which has been overrun by Aliens. The level design is quite simple, structured around two main rooms: a large observatory and a hall with a sealed cylindrical chamber in the middle. In order to enter the chamber you're going to have to brave a darkened room containing three Overlords, so load heavy. As you approach the stage's exit look around for a high switch which can be shot to open the Secret Exit on the opposite side of the walkway.



This vast obervatory on level five houses a gigantic battle against a swarm of Sentry Drones and Assualt Commanders. Look for a secret room hidden in the middle section accessed by walking up the angled floor.

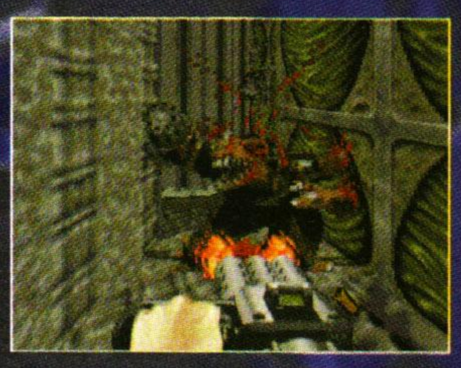
SECRET LEVEL ONE: SPIN CYCLE

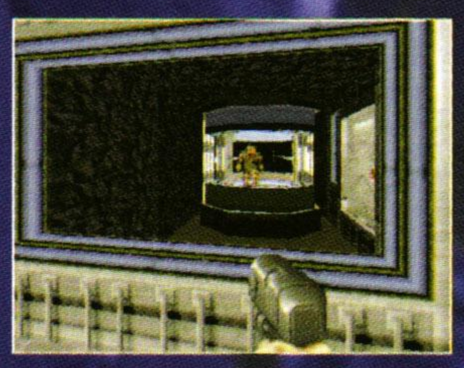
Quite an apt name for what is essential a giant washing machine. A huge conveyor belt spins both Duke and the aliens around a central building, and you must access a series of switches to enter the inner chamber, and exit the stage. The conveyor belt effects the direction of missiles and bombs, so careful timing is needed for successful detonation.

LEVEL SIX: TIBERIUS STATION

Having conquered the alien forces in space, Duke lands on the EDF moon base to continue his mission of vengeance. Once a industrious processing plant, the station has now been taken over by aliens. Use the air-vent network to your advantage, look for secret rooms at sides of the sewage chamber and exploit the numerous wall cracks that can be destroyed to open up new areas. An Battlelord awaits your arrival in the final chamber...

The Bruce Campbell influence is EVIDENT! Groovy!





LEVEL SEVEN: LUNAR REACTOR

The Lunar Reactor is split into three main areas: the washrooms, the crew quarters and the reactor core. You must explore these areas in that order, taking a brief diversion from the crew quarters out onto the planet surface. Here you must make a death defying jump before crawling through a mile high narrow vent (venture outside for a secret area) into the sewers and back into the main level. Destroy the lunar reactor and get the hell out of there before the whole complex comes down!

LEVEL EIGHT: DARK SIDE

As Duke travels ever nearer to the heart of the alien infection on the moon, he must first secure several key locations, accessed by utilising an underground tram system which rockets Duke down darkened passageways to new areas. Duke must storm a experimental laboratory, destroy the bases final power supply, then head out through an airlock onto the planets surface to reach the alien hive hidden in the moon mountains. Look for a crack in the wall just after teleporting through the monolith, which leads to the episodes second secret level.

SECRET LEVEL TWO: LUNATIC FRINGE

A small circular level, half human, half alien, which entails Duke battling his way into the stage's core to switch on a miniaturising ray which will then allow him access to the exit switch. Look out for several Overlords in the level's core, all baying for your blood. You can complete the level without killing them, but where's the fun in that?

The Overlord attacks with a barrage of high-powered missiles. Keep circling him and unload your RPG and Devestator first, before moving onto lead-based weapons.

LEVEL NINE: OVERLORD

Returning to space, Duke must 'purge' a heavily infected space station before engaging in battle with the episode boss. The correct combination of switches near the start of the level will lower the power core, which, when stepped on, opens the door to a small chamber containing an RPG. The Overlord himself is a formidable adversary!

EPISODE THREE: SHRAPNEL CITY

After the defeat of the Overlord Duke makes good his promise of 'ripping off its head and shitting down its neck' (seriously!) only to discover that the moon invasion was just a decoy to keep Duke away from the earth while the main alien forces, under the watchful eye of the Cycloid Emperor, attacked. Finishing his dump, Duke takes a drop ship and free falls down onto the planets surface, landing atop a tall building in downtown LA.

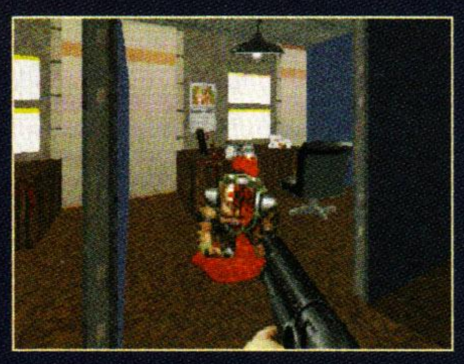
LEVEL ONE: RAW MEAT

Duke starts the new episode outside an overrun Chinese restaurant and must make his way inside, travelling through the dining area and kitchen, and ultimately out the back exit. Inside the restaurant Duke can stop off at at a Karaoke disco to sing a few notes into the microphone (Duke's rendition of Born to be Wild is sure fire Eurovision song contest material!).

Duke causes a rumble in the Karoeke club after one of the many inhabitants takes offense to his rendition of the MAXIMUM anthem Altogether now, have you ****ed a man?

LEVEL TWO: BANKROLL

Time for Duke to make a significant withdrawal... in blood! Before he can enter into the Federal Bank, Duke must fist visit the top floor of the opposing building to gain the entrance key. The Pig Cops are out in force on the streets, and Duke must fight a pitched battle on the Bank steps against both Assault Commanders and RPV's. One inside, Duke needs to negotiate a series of elementary puzzles before he can open the Banks main safe. Then all hell breaks loose...



There's a cool bit in From Dusk Till Dawn where Harvet Kietel sticks his shotgun through a vampire's chest and continues shooting, using the creature's innards to reload! It has nothing to do with the above screen shots, but it's pretty damn cool don't you think?

LEVEL THREE: FLOOD ZONE

The aliens have taken up shop in a sunken city, and Duke must brave both shoals of sharks and the underwater network of crumbled offices and hotels if he wants to reach the next level alive. Battles take place both in and out of the water (on the dry building tops),with numerous Overlords and Assault Commanders. Flood Zone must rank as one of the most spectacular levels in the game.

LEVEL FOUR: LA RUMBLE

After the terrors of the Flood Zone Duke heads down town for an office building assault to rival Die Hard. Take the lift to top floor, then hop from building to building before you finally reach the waiting helicopter, prepped for your escape. Also, watch for a wall crack near the start of the level that allows access to a ledge running around the main play area, absolutely loaded with goodies.

LEVEL FIVE: MOVIE SET

A bit of self-reflection here, as Duke enters into a Hollywood lot where the latest blockbuster in production is none other than Lunar Apocalypse starring Duke Nukem! The level layout is quite straightforward (making this a good dukematch stage) and Duke can visit both a moon base sound stage, and a studio representation of his space ship! Try walking through the 3D Realms sign on the movie poster, and 'use' the Shuttle Fin on the moon sound stage to gain access to the secret level.

Like the RPG, the Devestator rockets can hurt you if you shoot anything to close.

SECRET LEVEL ONE: TIER DROPS

Experience a warping of quantum physics! Duke travels in a square passageway around a central chamber, yet at each side of the square the chamber contents changes! What's more, inside each of these 'tiers' are three holes in the ground, each leading to another tier! Confused? You will be!

LEVEL SIX: RABID TRANSIT

The aliens have taken over an underground subway system - and its still functional! Use the tube trains to ride from area to area, and dare to venture into the empty tunnels for secrets... just don't get crushed by a speeding train. If you can lure any aliens out onto the tracks, they too will meet a similar fate. A **MAXIMUM** favourite.

This car explodes in a ball of flame as you approach it, closely followed by a wave of pig cops and enforcers. The chaingun cannon is an ideal weapon to use in situations such as this.

LEVEL SEVEN: FAHRENHEIT

Once again Duke heads back topside, this time to an abandoned fire station and radio studio. A compact level, good for dukematch, made notable by Duke's lame tit joke that he makes when presented with the broadcasting mike. Also keep an eye out for the OJ Simpson GUILTY sign in the crate courtyard. Innocent my CODS!?!

CYCLOID EMPEROR! I'm gonna open a PIPEX ACCOUNT in your ASS!

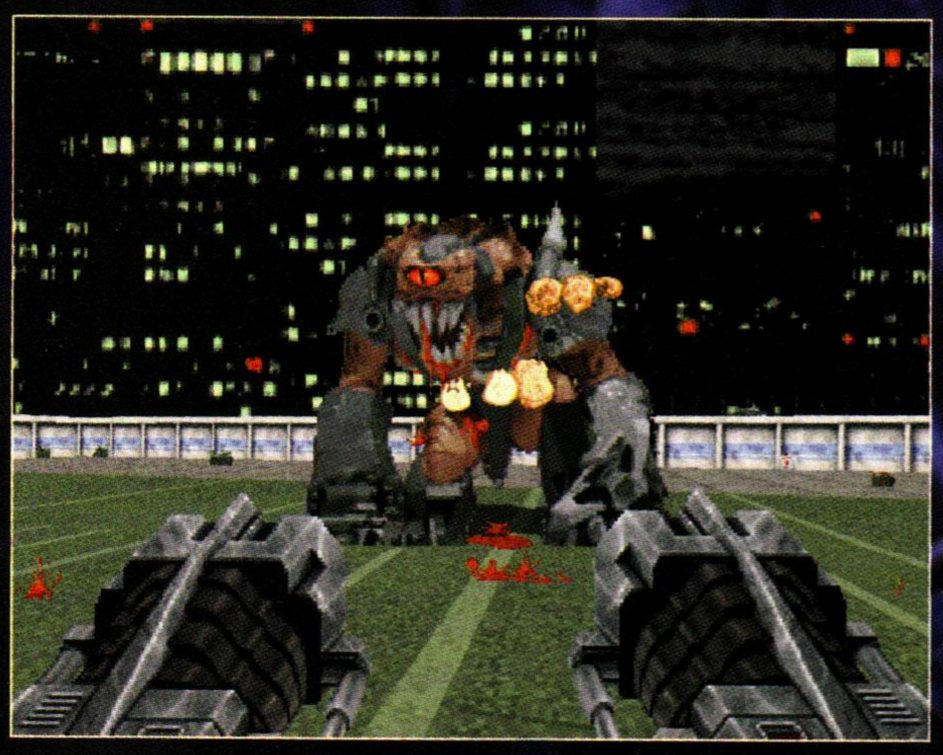
LEVEL EIGHT: HOTEL HELL

The remainder of the aliens have holed up in this hotel, and its time for Duke to siege the building and put an end to the alien invasion. The level contains everything you'd expect from a hotel: a lobby, a lift, a hotel pool, a bar, guest rooms, as well as a truckload of aliens. You can blow apart the wall at the back of the top floor to open the stage up for Dukematch, while a secret area (and secret exit) can be located by jumping through the fountain at the end of the pool.

SECRET LEVEL TWO: FREEWAY

Starting out in the sewers Duke progresses through an underground car park and out into the main street, once part of a busy freeway. There are hordes of aliens swarming on the street (and in the two opposite buildings) and Duke should use this opportunity to stock up for his final battle on the next stage.

If you can kill this ugly muddy funster (left) on your first try, you're truely a Duke master. Hey! Last Caption alert! Excellent! Seriously folks,buy Duke Nukem 3D. You won't regret it.



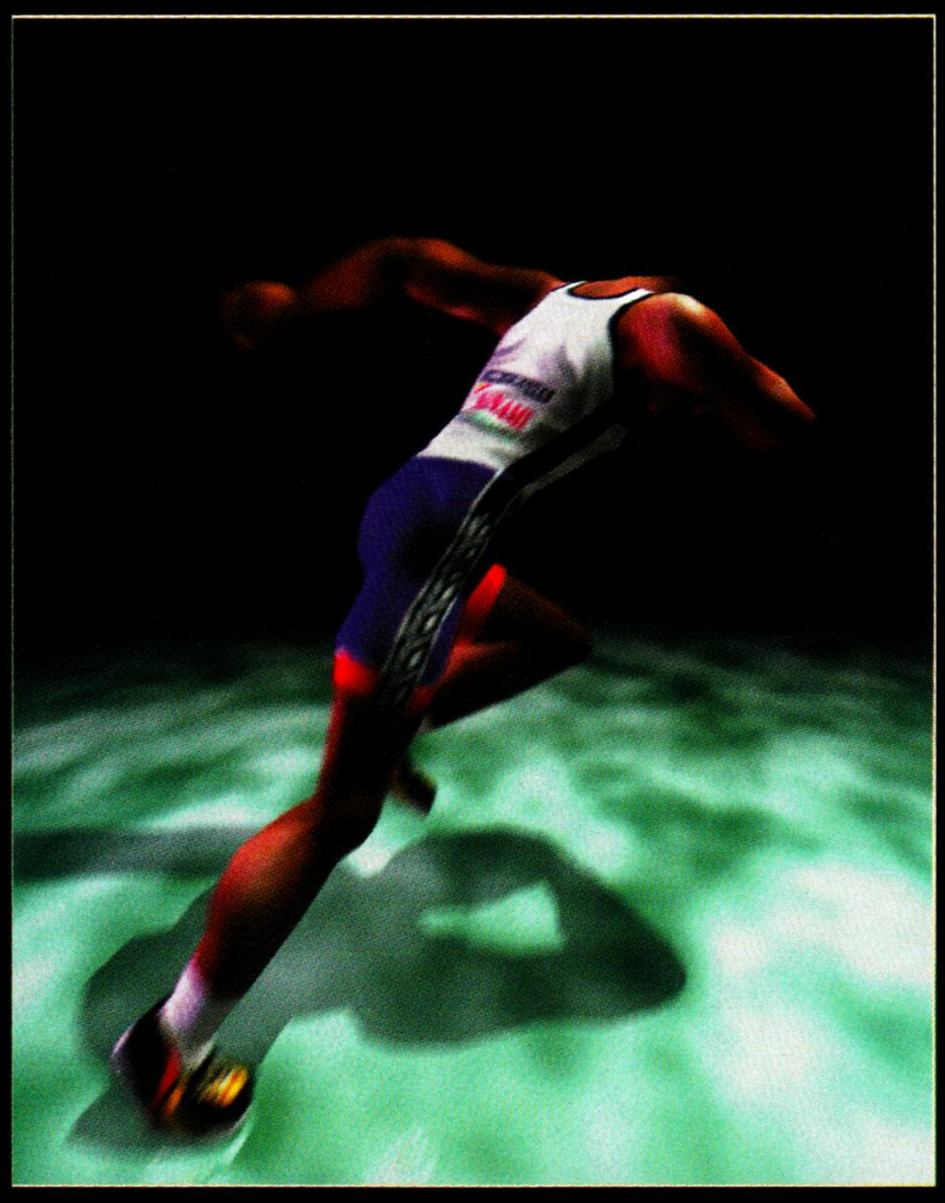
LEVEL NINE: STADIUM

The final confrontation, set on an American football pitch with a DUKE endzone at one end, and BAD ASS at the other. The Cycloid Emperor is one tough muddy funster, launching reams of rockets in your direction, and if you find yourself running short of ammo, fire a rocket at the blimp high above the playing field to release a shower of supplies. There is nowhere to hide in the Stadium, so just keep circling and firing. When the Emperor eventually dies, you're treated to a CG cut scene of Duke drop kicking the creature's eye out of its head and between the goal posts! Excellent!

PS | KONAMI

TOP BUTTON BASHING ATHLETIC ACTION
INTERNATIONAL TRACK AND FIELD
PRICE AND AVAILABILITY TBA

INTERNATIONAL TRACK AND FIELD
RUN THE GAUNTLET WITH KONAMI'S SPORTS SIM



WHO WILL BE NUMBER ONE IN THE WORLD?

HISTORY IN THE MAKING

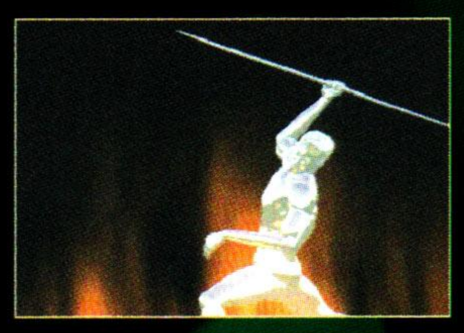
Some of our older readers may remember Track and Field, Konami's archaic multi-event sports simulator released in the arcades way back in 1984. The mad button bashing gameplay was an instant success, and spawned an entire joystick damaging genre (Daley Thompson's Decathlon anyone?), which was later succeeded by Konami's own Hyper Sports, Combat School, and Konami '88. These games turned up in conversions of various quality on the first generation of home platforms (Spectrum, C64, NES) but as the market moved into the 16-bit era, Konami concentrated on original products, and their coin-op pedigree was left behind.

AND NOW...

Almost a decade later and Konami have come full circle. After a period of relative quiet on the 32-bit front they're back in full force with a trio of games from their new XXL Sports Series: MLBPA Bottom of the Ninth, Konami Links and of course, International Track and Field. After securing the rights to the Olympic license in Japan (US Gold have the license over here - see news) Konami set about updating their ancient (but popular) coin-op to meet modern day standards. After a steady development programme the fruits of Konami's actions were revealed to us last month in a five event demo, and now finally the finished version has found its way into our PlayStation.

LET THE FINGER FLAILING BEGIN!

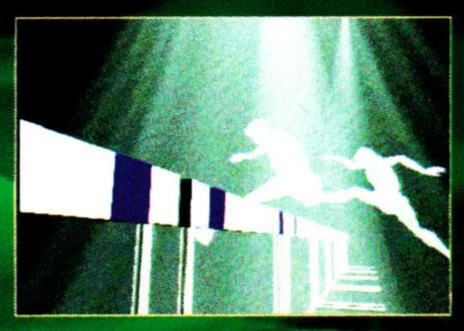
International Track and Field is an Olympic sports simulator which allows up to four players to compete simultaneously over 11 events for the ultimate accolade: the title of number one athlete in the world! There are two track events (100 metre dash and 110 metre hurdles), four throwing events (shot put, discuss, hammer throw and javelin), four jumping events (long jump, triple jump, high jump and pole vault) and one swimming event. In order to proceed from one event to the next players must achieve a specific qualifying score (time, distance, etcetera) which is determined by the game's difficulty setting. Failure to qualify results in disqualification!



PREPARE YOURSELF FOR AN UNPRECEDENTED PAD PUMMELLING FRENZY!

FACELIFT

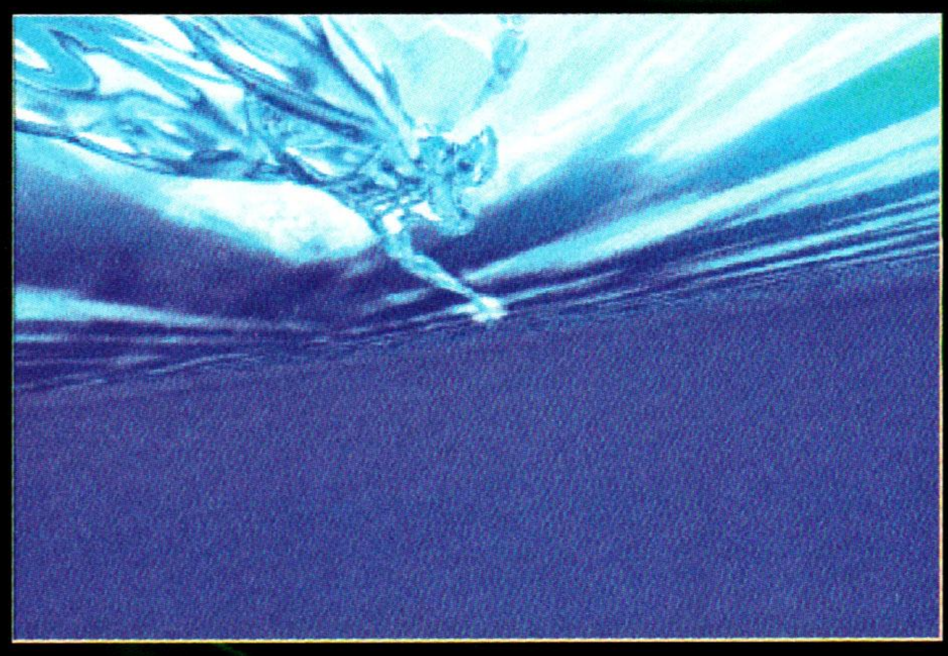
While the game mechanics of International Track and Field may remain similar to the original coin-op (albeit with several important nuances that we will discuss later) the aesthetics have received a major overhaul. Gone are the eight colour 2D sprites and bleepy music of the 80's, and in their place are state-of-the-art 3D texture mapped polygon visuals and CD quality sound. As is the trend these days, Konami employed advanced motion capture technology to realistically represent the many athletes and surrounding stadium, and it looks like their work has payed off. Running at a super smooth 30 frames per second, the athletes all run, jump, throw and swim with an impressive degree of realism, further accentuated by the dazzling array of cinematic camera sweeps which frame the events.



Track and Field features an impressive opening rendered sequence detailing all the events in a montage of silver bodies accompanied by an excellent voice over which includes the classic 'who will be number one in the world? Only the athletes who want it the most' Brilliant.

FOR THE MOTHERLAND!

From the main options screen players can choose between two modes of play: practice mode and a normal tournament game. In practice mode you can select an individual event and keep practising at it until you have mastered your technique. Any records achieved however, will not be recorded. In a normal game players are required to enter their names (cue much puerile moniker madness) and pick a representative country (each with different strengths and weaknesses), before attempting to tackle each of the eleven events in any order. After each successive event, your performance is translated into points (with record breaking entries scoring particularly well) which are accumulated on a leader board to decide who will be the eventual winner. Any world records achieved in a tournament game will be recorded on the PlayStation's internal memory and can then be saved to memory card for future posing with the brilliant replay option. Simply select the event and watch an exact replay of your record from any angle!



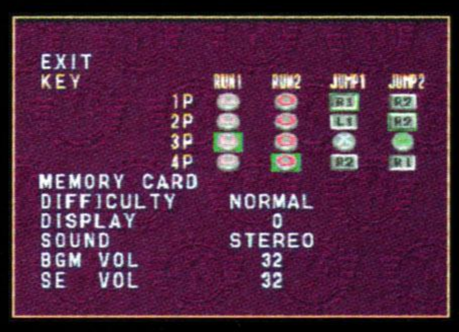
MULTIPLAYER MADNESS!

Provided you are in possession of a multi tap adaptor, four pads and enough mates (not Mike then), up to four players can compete simultaneously for the ultimate in multiplayer mayhem. It is this ultra competitive four player mode that has made International Track and Field such a huge hit here at Emap towers, and many a working day has been effectively destroyed by non-stop bouts of top Olympic action. Not an hour goes by without someone discussing the best possible method for achieving unfeasible results on one event or another and the Emap world records are constantly being bettered by obsessive players like Gary. Relax Gary, its only a game.

ITS ALL IN THE REFLEXES

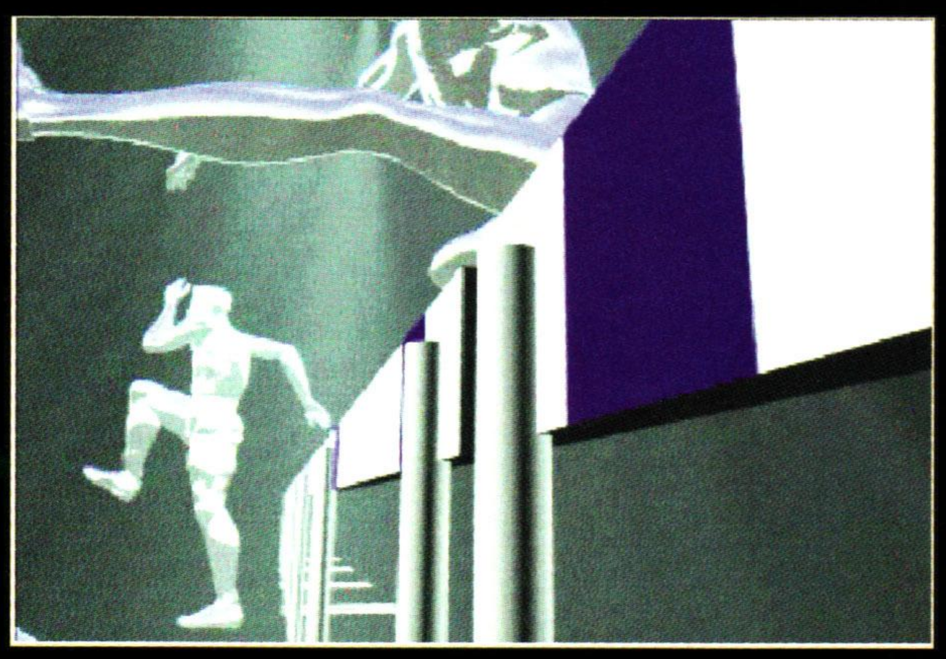
Although the precise mechanics of International Track and Field vary from event to event, the central method used for generating power remains the same throughout. Simply alternatively tap the two user defined run buttons as rapidly as you can to raise the power level and, er, that's it! On the surface. But delve a bit deeper and you'll soon discover that frantic button pressing is only half the battle. For truly spectacular results, a proper understanding of the Track and Field power system is needed, and once again **MAXIMUM** is at hand to advise on a number of cunning techniques which can be utilised to achieve record breaking results.

When you achieve a world record a new REPLAY option appears on the title screen (right). Configure your buttons (middle) then enter your name and choose your country (far right). Thankfully, Great Britain are pretty good. That's all right then.



QUICK! GIVE THAT MAN A DRUG TEST!

The central principle behind all of the following techniques is that the two run buttons must ALWAYS be pressed alternatively. If you press them both at the same time, or the same button twice in a row (which normally happens when you're frantically pounding) the power drops and you must waste precious seconds building it back up again.



1. THE TWO HANDED TAP

This is the basic technique, and involves using the index finger of each hand on the two different run buttons (usually Circle and Triangle) Unfortunately, although a decent power can be amassed this way, it is tricky to reach the jump/throw button when both of your hands are tapping. We used this technique when we first played the game, but have since progressed to more effective techniques.

2. THE ONE HANDED FEATHER

With just one hand for power, the player uses their index finger on one run button and their middle finger on the other. While this is admittedly not the best technique for amassing great power, it generates a good rhythm, and allows the player to keep their other hand free JUST for jumping/throwing, resulting in precision angles. Beat used on events where power is built up quite easily, such as the High Jump. This technique can be improved by allowing the pad to shake with each press, thus achieving a 'feather' technique.

The slide is by far the most effective power generating technique. At first we believed that making triangle and circle the run buttons would cut the distance the finger needs to travel and thus 'up' the speed, but this wasn't the case. The lack of distance meant that the buttons were frequently being pressed at the same time thus destroying the rhythm.

3. THE SLIDE

Using their index finger the player slides the tip of the finger (usually the nail) rapidly between the two run buttons, thus generating a perfect rhythm coupled with immense speed. The second hand is used for timing the jump/throw action,which is normally assigned to the shoulder buttons to avoid premature activation.This is by far the best power generating technique, marred only by the physical damage caused to your thumb and pad! If used correctly, this the slide can even cause the CPU to accuse to you of using an autofire joystick (using trick?)! You can protect your finger with a piece of cloth or t-shirt, but real men use only flesh on plastic.

EVENT GUIDE
100 METRE SPRINT

QUALIFY: 12.50 seconds
WORLD RECORD: 9.85 seconds
MAXIMUM RECORD: 7.79 seconds

OBJECTIVE

The 100 metre sprint is by far the most dynamic, intense, and competitive of all the athletic events in International Track and Field. It is the number one highlight of the Olympics and pits four of the fastest men in the world mano a mano in a brutal duel of speed and power. The objective is simple: hong it down the track at top speeds and reach the finishing line before your opponents. Easier said than done...

TECHNIQUE

Tap the left and right run buttons as fast as possible to make your athlete sprint down the track, and use the jump/throw button to lean forward as you reach the finishing line, giving you a few vital extra inches in the photo finish (especially vital in Dave's case). If you slip up and loose pace, slow down your rhythm and build it up gradually for much more efficient acceleration.

MAXIMUM ADVICE

This is an event of pure, unadulterated button threshing. Once the starting gun has fired you really have to pound those buttons like some mad foaming Harrod-esque thing if you want to break the world record. If you can average 13/14 meters per second as you enter the second quarter of the race, you should be in for a good time. Also, you have two chances of disqualification, meaning you can afford to try to predict the gun once. Of course, this won't make you very popular with your friends...

The sequence right shows the course of the race, from the starting blocks to the finish line. The camera pulls back and swings around as the race progresses, though it is possible to disappear off the back of the screen if the lead runner is going fast enough.

LONG JUMP

QUALIFY: 6.5 metres
WORLD RECORD: 8.95 metres
MAXIMUM RECORD: 10.12 metres

OBJECTIVE

The long jump is another popular event that requires competing athletes to sprint down a short track and leap from a mark as far as they can into a sand pit. The distance from the mark to the back of indent made by the athletes body when he lands is then measured, and presented as the total jump size. This means that while you may have just achieved a particularly large jump, if you fumble backwards and put your hand in the sand when you land, the distance is only measured that far.

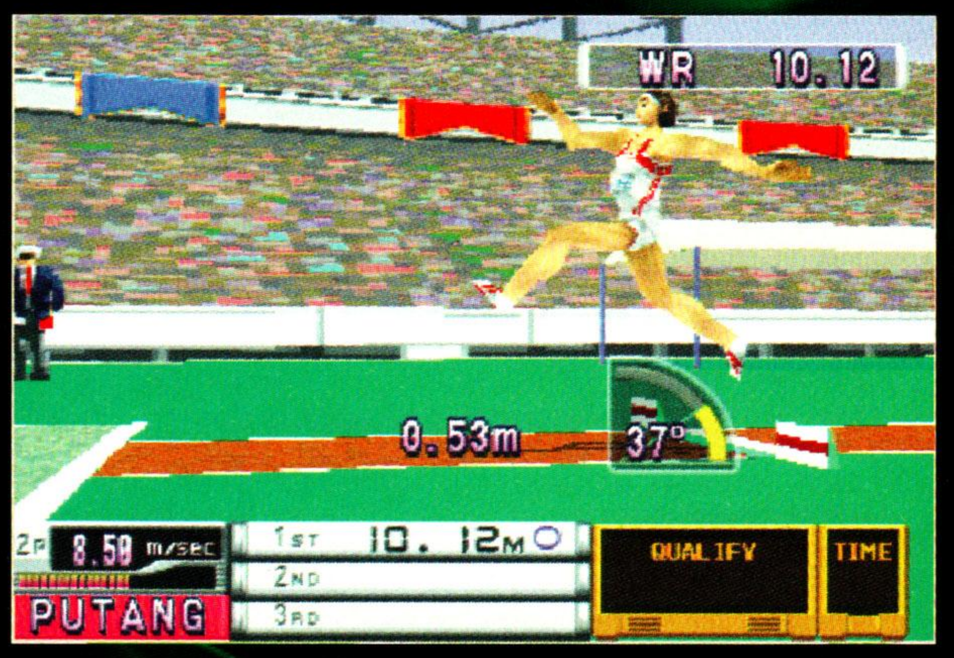
Sequence left illustrates the long jump from run up, through launch, to landing. Yas scores quite an impressive jump, though his landing leaves something to be desired.

TECHNIQUE

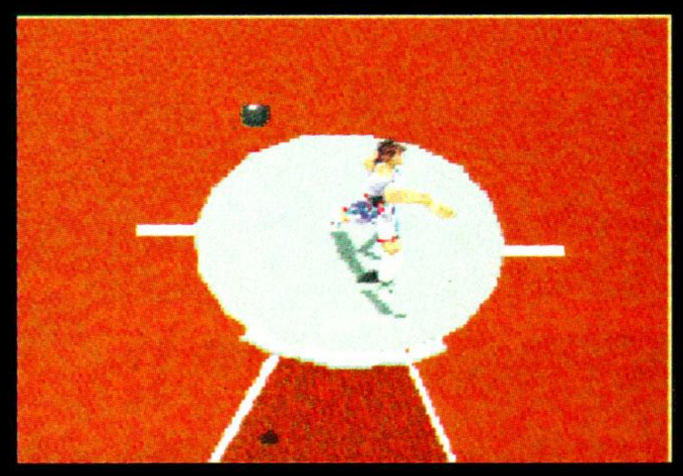
Rapidly press the two run buttons to obtain a top speed then press and hold the jump button just as your athletes foot hits the marker board. Hold the button until the angle of elevation has risen to between 48 and 50 degrees, then release.

MAXIMUM ADVICE

Like the 100 metre sprint, the long jump is an event that is predominately determined by the speed of your approach, and ideally you want to be on about 13/14 meters per second when you launch. However, the angle and accuracy of your jump are also crucial, so practice taking off from the back of the board and consistently hitting that 49 mark. Also, you can keep tapping the power buttons whilst in the air to accentuate your athletes motions and thus gain an extra few inches. However, if you over power it can backfire, and your athlete will fall back when he lands.



SHOT PUT



QUALIFY: 17.50 metres
WORLD RECORD: 23.12 metres
MAXIMUM RECORD: 27.00 meters

OBJECTIVE

Short of weight lifting, the shot put is the single greatest show of strength an athlete can undertake. By crouching and pushing up at the moment of release, the power of the whole body is put behind the toss, allowing the athletes to hurl the heavy ball at quite staggering distances. Unless you're Nick.

TECHNIQUE

Tap the buttons to build up power then press and hold the throw button to well and truly put the shot, so to speak. Keep an eye on the directional pointer on the floor, which indicates the directional the put will be tossed when you finally release the throw button, and try to have the angle hit between 44 to 46 degrees the moment the pointer is at dead centre of the measuring arc.

MAXIMUM ADVICE

The Shot Put is the simplest of all the throwing events, as it only involves a single turn of your athletes body. Press the throw button the moment it comes between the white horizontal marker to the right of your athlete, and the right hand edge of the measuring arc. Obviously try to release it at the dead centre of the measuring arc. However, by far the most important factors here are power and angle.

Sequence left: press the button when the directional pointer reaches this point (picture 2) and release in the centre of the arc. Like the hammer, you can swing a stray ball back on course by tapping either left or right power button.

100 Metre Free Style

QUALIFY: 1.05 minutes
WORLD RECORD: 54.01 seconds
MAXIMUM RECORD: 45.09 seconds

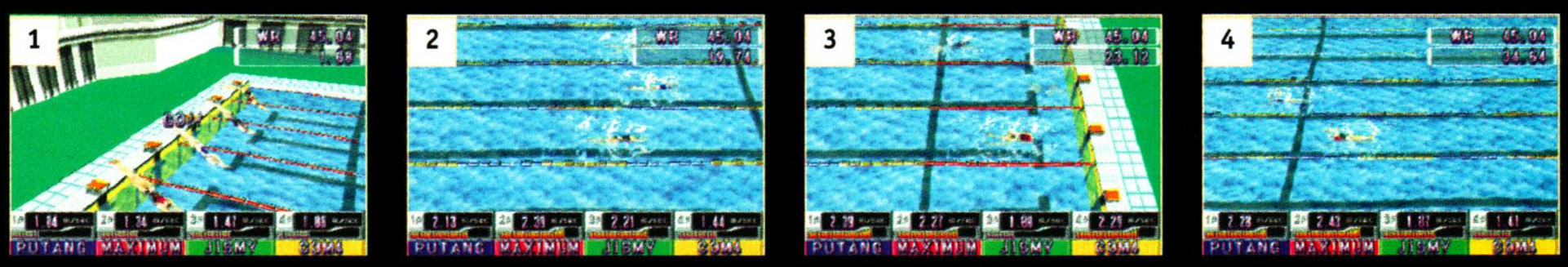
OBJECTIVE

The 100m free style is notable not only for being the only event not to take place in the stadium, but also for featuring female athletes in some rather unflattering one piece bathing costumes. See, who says videogames are sexist? Dive in and swim down the lane as quickly as possible, before turning around at the other end of the pool and swimming back.

TECHNIQUE

Much like the 100m sprint, only more gruelling as the pace has to be sustained for four times as long! Pound the buttons at top speeds and use the throw/jump button to perform a nifty underwater turn at the lengths end, thus saving a load of time and putting you in good steed for the home stretch.

Sequence right: the 100 Metre Free Style is the most physically demanding of all Track and Field events: on the player! Pound the buttons, turn at this point (picture 3) then pound the buttons some more, making sure you keep up the rhythm.



Only the athletes who want it the most.

MAXIMUM ADVICE

Rhythm is almost as important as out and out speed in this event, and if you can keep a consistent power of between 2.25 and 2.35m meters per second you should be able to out last any cocky swanker who goes hell bent for leather down the first length. As you approach the length end press the turn button just after passing the last horizontal black marker. But keep tapping the power buttons!

110 Metre Hurdle

Disqualified! You need a little more practice!

QUALIFY:	16.00 seconds
WORLD RECORD:	12.91 seconds
MAXIMUM RECORD:	9.93 seconds

OBJECTIVE

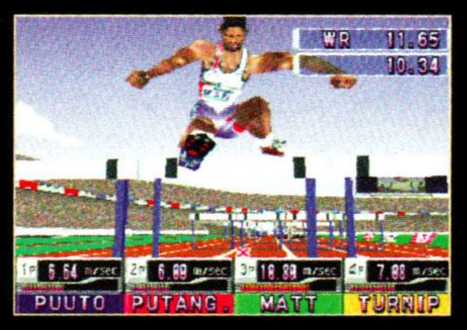
Much like the 100 metre sprint, this event involves your athlete belting down the track like 'Play' magazine off the proverbial greased shovel. Unlike the sprint however, here you have to contend with 10 waist high hurdles that stand between you and the finishing line, all the time whilst keeping up the same pace. A might tougher n'est pas?

TECHNIQUE

Surprise, surprise, tap the two run buttons to pick up speed, and use the action button to jump the hurdles as and when you come across them. Once you have jumped the last hurdle the action button once again makes your athlete lean forward as he crosses the finishing line to scrape that extra millisecond.

MAXIMUM ADVICE

You have to keep your eyes on the screen for the whole event in order to time the hurdles, so no looking at the pad to gauge your power. The trick here is to press the jump button for each hurdle at least two strides in advance. A perfect jump means your athlete will snap over the hurdle loosing almost no time at all. Leave it to late and they'll just knock them over, slowing him down considerably. The press/jump delay will obviously be even more as the race starts, and less when you hit full pelt. Drop off screen, and you're well and truly rogered.



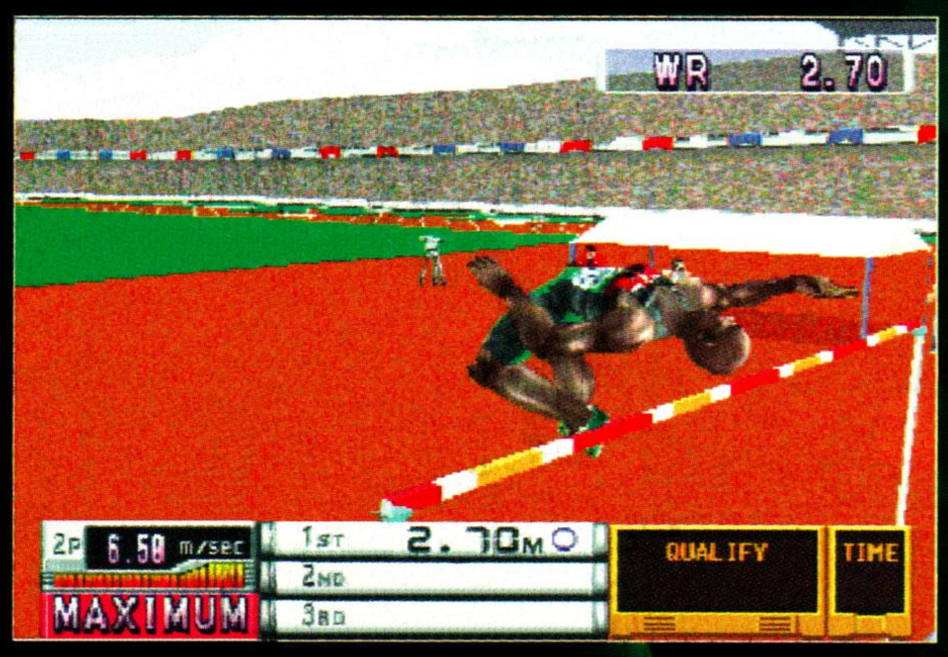
Event though the hurdles camera pulls out quite far, it is easy to fall off the back of the screen, thus making it impossible to time the hurdle jumps. The answer: RUN FASTER YOU FOOL! Speed is of the essence, so no compromises!

HIGH JUMP

QUALIFY:	1.85 metres
WORLD RECORD:	2.45 metres
MAXIMUM RECORD:	2.70 metres

OBJECTIVE

Using nothing but a short run up and pair of Nikes your athlete must attempt to jump over a metal bar set at a specific height without knocking it down. In reality, the High Jump is perhaps the most skill orientated of all Track and Field events, and entails precise co-ordination combined with incredible physical flexibility. Of course, all we have to do is press the buttons...



TECHNIQUE

Tap the buttons to build up power, then press the action button as your athlete approaches the bar to launch him off the ground. Keep the button held as he jumps up and over the pole, then release it to flick his legs over for a perfect flasbery flop.

MAXIMUM ADVICE

It is very easy to obtain perfect power on this event (6.50 m/sec), so the key is not in the speed, but in the timing of the jump. Watch your athlete carefully as he makes his approach run, and press jump the moment he becomes parallel with the right hand side bar support. This is often later than seems necessary, so force yourself to leave him for that the extra second. If you can do 2.70 in a tournament you can then extend the bar to 2.99 and beyond! Though you're going to need to be damn lucky to get anything over 2.80!

The least pad damaging of all events, and perhaps the most skillful. Go for 2.70 in your first attempt and you could be in line for a massive record. Then again, you could spoon it and be stuck on 2.70 for the rest of your attempt. Remember: once a height is selected you cannot go under it on your next go!

HAMMER

QUALIFY:	65 metres
WORLD RECORD:	86.74 metres
MAXIMUM RECORD:	105.54 metres

OBJECTIVE

Stop! Hammer time! The hammer is an event where both grace and power collide. The athletes must swing the hammer around them on an apex adding the centrifugal force of gravity to their own body's strength, before releasing the handle at the correct moment and watching the hammer fly down the measurement cone. While the results can be impressive if done correctly, the added element of gravity also makes it the easiest event to spoon up. Watch for amusing throws that can end up almost anywhere!

TECHNIQUE

Tap the buttons to build up the power of the throw, and watch the directional pointer at your athletes feet carefully. It will spin past the measurement cone five times, and progress through a different colour on each consecutive spin. When the arrow reaches orange, it is on the last spin, so aim to throw the hammer it comes to point in the centre of the measurement cone, with an eye to achieving an angle of about 44 to 46 degrees.

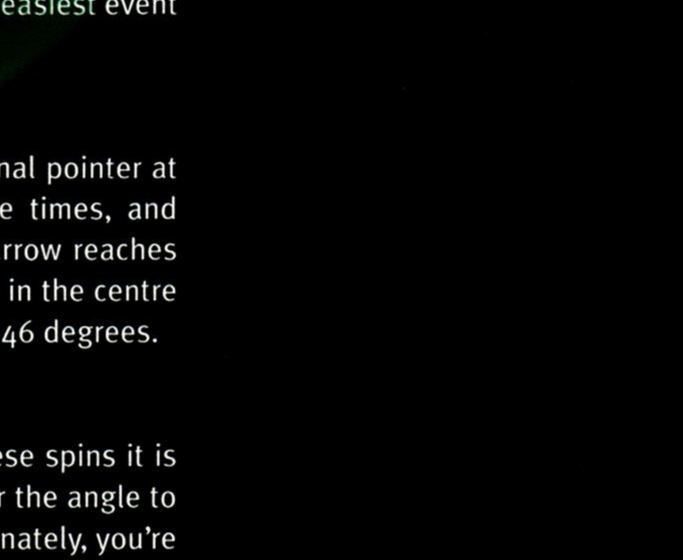
MAXIMUM ADVICE

Much like the shot put, only with more spins. Because of the speed of these spins it is advisable to press the throw button slightly earlier than with the shot put, to allow time for the angle to build up. The white rectangular marker to the the right of your athlete is a good bet. Unfortunately, you're also going to need to tap the buttons like mad because good power is needed to break the 100m limit.

Heave ho! You really have to concentrate on the screen for the Hammer, as timing of the throw is absolutely critical. This is perhaps the hardest of all events to master, but also the one which offers the greatest record breaking potential.

TRIPLE JUMP

QUALIFY:	13.50 metres
WORLD RECORD:	18.29 metres
MAXIMUM RECORD:	18.87 metres



OBJECTIVE

Much like the long jump, the triple jump also involves athletes sprinting down a short track before attempting to leap as far as possible into the awaiting sand pit. However, this time the athletes are required to take the proverbial hop and step before take off.

Our results are still pretty random on the triple jump. We know that power is essential, but other than that, jumps which look like they should be winners sometimes never even make it to the sand. Hmmm.

Brilliant! Excellent! You are the winner

TECHNIQUE

Build up power for the sprint then tap jump when your athlete hits the board to make him perform his hop. Watch the animation carefully, and press the button again the moment his feet touch the ground to initiate the step. When the step is completed press the jump button a third time, but this time keep it held down to elevate the angle of the leap. Again, the same rules as the long jump apply, and you should look for an ideal angle of between 46 - 50.

MAXIMUM ADVICE

Erm, we haven't quite figured this one out yet. There may be some importance placed on the timing of the hop and step (ie. when and for what duration you hold the jump button), and then again there might not. One thing is for sure though, good power is absolutely crucial, and you'll need to hit the board travelling at about 15 m/sec if you want a shot at breaking the world record. And of course, you do. Trust us.

JAVELIN

QUALIFY:	70.00 metres
WORLD RECORD:	95.66 metres
MAXIMUM RECORD:	97.89 metres

OBJECTIVE

The javelin is widely regarded as the most difficult of all throwing events, and this is a tradition that has been carried over into International Track and Field. Although an element of physical strength is still needed for success, here power takes a back seat to technique, with the angle and motion of the throw taking precedence over the speed of the run up. If you're not aiming for the UFO that is!

Er, you know we said keep tapping the buttons while the javelin is in the air? Well, we lied. Don't. Unless you really feel like it.

TECHNIQUE

Tap the run buttons to build up power, then, after the camera view has switched round to behind your athlete, press and hold the throw button to elevate the throwing angle. You must sustain your power as the angle is building, and release the button when your athlete is as close to the board as possible.

MAXIMUM ADVICE

This javelin throw is an event that takes a bit of practice to master. Both power and precision are required for record breaking throws, and you really have to get a feel for the timing before you can consistently achieve distances of 90 meters and above. The trick is to leave the timing of the throw button as late as possible, thus making sure your athlete will throw exactly from the board. Wait an extra second after the camera has spun around, and keep tapping the buttons while the javelin is in the air.

POLE VAULT

QUALIFY:	4.50 metres
WORLD RECORD:	6.14 metres
MAXIMUM RECORD:	6.20 metres

OBJECTIVE:

Commonly regarded as the most challenging of all Track and Field events (not to mention the most dangerous), the Pole Vault requires the successful jumper to defy the laws of gravity by leaping vast heights with nothing but a length of pole to aid them. Tear down the track and wedge the end of your pole in a special catchment thingie on the ground, then use the pressure of the ground against the pole to propel yourself into the stratosphere. Theoretically.

You've got to release the pole quite early to clear large heights, otherwise your athlete will clap the bar no matter what speed he's travelling at. The sequence right is one of Mike's jumps, and I might like to add it was a complete fluke. Jammy bastard.

TECHNIQUE

Use those battered buttons top build big power (I think you know how by now) as your athlete jogs down the run up. Thankfully, the placement of the pole is automatic, as is the start of the jump, but from then on its up to you. Keep an eye on the animation of your athlete, and the moment the pole straightens, release the button.

MAXIMUM ADVICE

Firstly, its difficult to build up power on the pole vault (you are carrying a bloody great pole after all) so you really have to jis-jam those buttons. Secondly, the timing and duration of the button press is crucial. As your athlete goes up, he will reach a point were his power starts to fall rapidly. You must time your button press to kick in the moment the power starts to fall, thus freezing the power bar and preserving as much speed as possible. You will also need to release the button quite early to avoid clipping the bar.

EXTENDED PLAY

DISCUS

QUALIFY:	55.00 metres
WORLD RECORD:	79.08 metres
MAXIMUM RECORD:	88.29 metres

OBJECTIVE

Twirl around a bit then lob the Discus as far as you can, making sure it lands within the designated measuring area. Again the trick is to use the momentum of the spin to add power to the throw, and you've got to make sure the discuss is released at an aerodynamically sound angle, or the resulting friction will effect the overall distance.

TECHNIQUE

Wiggle the d-pad in all directions to build power and.. no, just kidding. Tap the buttons as per usual, and watch the directional pointer as it spins around at your athletes feet. Press to build angle, then release to release. You know the drill by now.

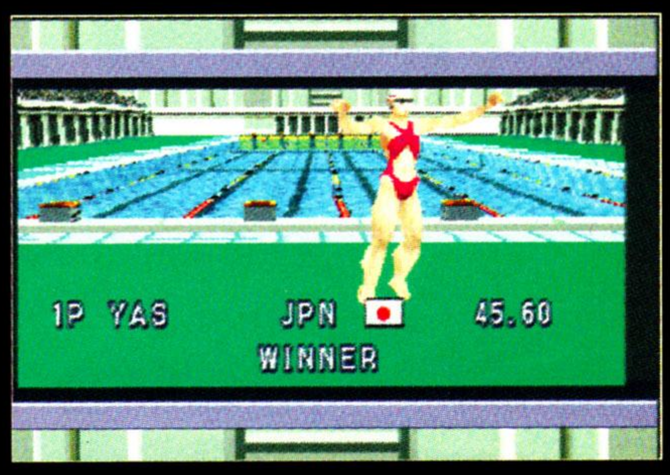
MAXIMUM ADVICE

The trick with all these throwing events is to learn the timing of the directional pointer and understand at which point you have to start pressing the button. With the discuss its quite late, as the moment you press the button the angle shoots up.

Yas goes for a record breaking lob in the sequence right. His angle is a bit shallow, but he gets quite good power. The discuss really floats in the air, giving you loads of time to guide a stray shot back into the measuring cone by tapping the appropriate button.

THE TWILIGHT ZONE

As with the original Track and Field, there are some truly bizarre 'events' waiting to be discovered within the games many megabits. Depending on your results, several event specific 'freak occurrences' can occur, all of which can be summoned by a good performance or by meeting certain in game criteria (normally a score where the digits are similar, ie. 51.51 or 111.11). These include a mole popping up out of the sand in the long jump, a load of balloons floating free in the hammer, a space shuttle making a decidedly low level fly by, a flock of birds in the discuss, Godzilla (on his way to trash Tokyo no doubt) on the shot put, and an appearance by the Konami Blimp. However by far the most amusing special event occurs in the javelin throw. With decent power, achieve an angle of 60 degrees plus, and you'll spear a passing UFO!



These humorous touches are rare indeed, and all occurance of them should be honoured by chanting 'who will be number one in the world' over and over again. Or, er, possibly not. The bikini (far right) can be achieved by entering a somewhat familiar Konami code on the event select screen!

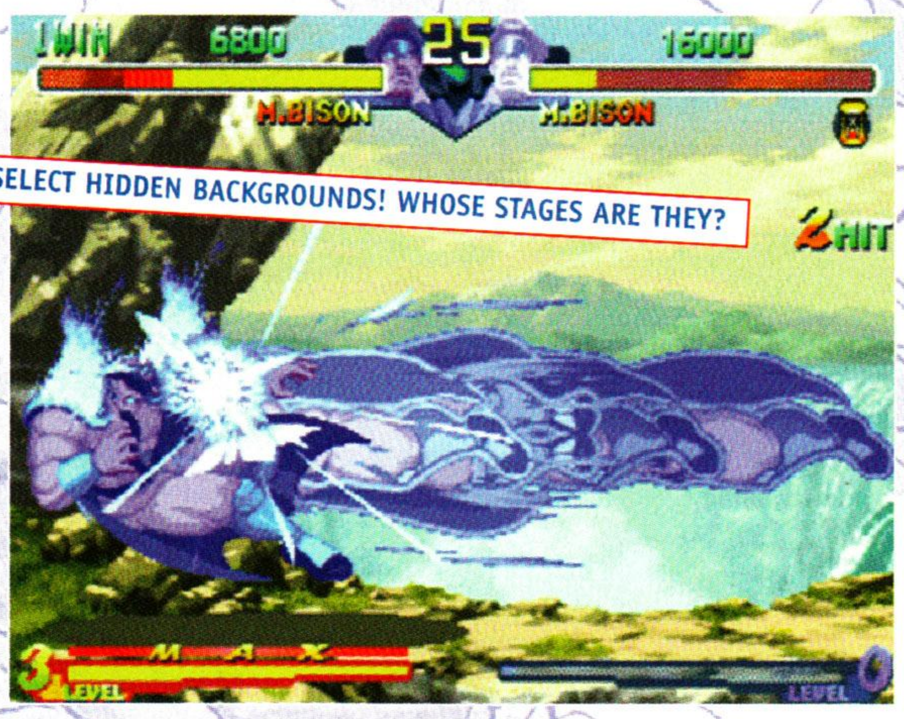
And now, do your best, and go for the gold. Honour and glory are yours for the taking

MORE STREET FIGHTER ALPHA 2! PICTURES AND COMBOS FOR THE FIVE NEW CHALLENGERS!
THE SECOND INSTALLMENT OF FRENETIC FIST-FIGHTING IS HERE! MAXIMUM NOW TAKES A CLOSER LOOK AT THE HIDDEN FEATURES!

STREET FIGHTER ALPHA 2

FULL-ON CAPCOM BEAT 'EM UP EXTRAVAGANZA! ROUND ONE. READY..... FIGHT!

The popularity of Alpha 2 continues undaunted in the MAXIMUM offices, with each team member settling in with a different group of favourite fighters. We've been playing the game a worrying amount recently (hence the second Extended Play), and have come to the (almost) unanimous decision that Alpha 2 is without a doubt the single finest 2D beat 'em up in existence (Yas prefers King of Fighters). And with arcade perfect conversions being readied for both the Saturn and the PlayStation as we speak, it looks like SF mania is set to start all over again...



Select your character with the regular colour (punch for player one side, kick for player two side) then fight through the game without continuing, and getting at least three FINAL ROUND perfects before you reach the last opponent. A purple Akuma should now appear in their place and utter the immortal lines 'I am power made flesh! Feel how weak you truly are'. Watch out, as he's absolutely rock 'ard, firing multiple air fireballs, and responding to your moves before you even make them. Thankfully he has a weakness. Jump towards him and perform the aerial fireball motion - even with characters who don't have an air fireball move. Akuma will jump back, thus leaving him exposed and vulnerable to attack. Exploit this glitch to the max! However, defeat Akuma and its on to the final opponent as per usual. No special ending or anything. Booooooring!

STAGE SELECT

Insert your credit, press Start and keep the button held down. Now highlight the stage where you wish the fight to take place, wait five seconds, then select your character as per normal. Easy peasy.

*YOU CAN NOW **SELECT ANY STAGE** TO FIGHT! HIGHLIGHT YOUR FAVOURITE ARENA FOR FIVE SECONDS FIRST!*
*SHOW OFF IN THE ARCADES BY **ENTERING THE HIDDEN ARENAS** OF AUSTRALIA AND VENEZUELA!*

HIDDEN BACKGROUND

Using the stage select technique detailed above, join in a game and pick either Sagat or M Bison's background. If done correctly you should be taken to either Australia or Venezuela respectively. Australia is the setting for Sagat's final battle against Ryu, while Venezuela is where a doomed Charlie stands off against M Bison. Do either of these stages have a proper owner? We know, but we've been sworn to secrecy. But here's a clue: Blanka and Gouken! Also, watch this space for details for how to select EVIL RYU, a combination of Ryu and Akuma!

SUPER TURBO CHUN-LI

Insert your credit, press Start, highlight Chun-Li, keep start held down for five seconds, then press any button to select her. Lo and behold: Super Turbo Chun-Li! She now wears her old costume (with legs out!), and her Kikoken is performed with the Super Turbo charge motion (useful if you want to play her as a charging character, a la Charlie).

MID-GAME 'DRAMATIC' BATTLES

Win five rounds with a Super or Custom combo, and your next battle should be against a character specific 'dramatic' opponent, complete with a quick pre-battle conversation. These challengers are normally relative to the character you are playing, so Akuma will fight Ryu, while Ryu will fight Sakura. A nice tough, and essential if you want to go for a top score.

Hmmm. Here's some custom combination action as Ken pounds remorsely into Zangief's face. Store up your moves and unleash them in style!

HAVE YOU THE REQUIRED SKILLS TO CHALLENGE THE ORIGINAL TURBO AKUMA! WE HAVE!

OH NO! A HIDDEN SUPER AKUMA!

Select your character with the regular colour (punch for player one side, kick for player two side) then fight through the game without continuing, and getting at least three FINAL ROUND perfects before you reach the last opponent. A purple Akuma should now appear in their place and utter the immortal lines 'I am power made flesh! Feel how weak you truly are'. Watch out, as he's absolutely rock 'ard, firing multiple air fireballs, and responding to your moves before you even make them. Thankfully he has a weakness. Jump towards him and perform the aerial fireball motion - even with characters who don't have an air fireball move. Akuma will jump back, thus leaving him exposed and vulnerable to attack. Exploit this glitch to the max! However, defeat Akuma and its on to the final opponent as per usual. No special ending or anything. Boooooring!

THE TRUTH ABOUT DAMN, er DAN!

The truth is out! Dan was included in SFA merely as a parody of SNK's range of beat 'em ups. All his moves can be located in various other SNK fighting games, and his SUPER TAUNT (double fireball with START) ends in a pose identical to King of Fighters Yuri. Dan's ordinary taunt fills his Super Combo bar a bit (and can be performed in the air), but that doesn't make him any better. And he cries when he beats Sagat at the end. Wimp.

1

2

3

4

5

6

7

MORE STREET FIGHTER ALPHA 2! PICTURES AND COMBOS FOR THE FIVE NEW CHALLENGERS!
THE SECOND INSTALLMENT OF FRENETIC FIST-FIGHTING IS HERE!

SAKURA WARRIOR PROFILE

On her fourteenth birthday Sakura was kidnapped from her family by members of the Shadaloo organisation and held hostage in a top secret Shadaloo laboratory in Southern Japan. During that time, Sakura was used as a guinea pig to test a new chemical technology developed by Shadaloo scientists, codenamed project 740160. The 740160 was a genetic enhancement drug designed to transform even the most ineffectual of fighters into a lethal killing machine (hence the testing on a child), but Sakura was rescued before the scientists had time to complete the course of the drugs. With this new found power, Sakura modelled her fighting skills on her childhood idol, Ryu, and became determined to meet and challenge her icon to prove herself worthy of his affection. Meanwhile, M.Bison is rather keen that she be returned to his Shadaloo scientists to finish the testing of 740160...

SAKURA'S SLAP STRATEGY

Though Sakura possesses the same style moves as Ryu and Ken, she requires a slightly more aggressive fighting technique for the best results. She is definitely not a defensive character, so make sure you get in close and smother your opponent with attacks. Due to the dashing nature of her dragon punch variant it is ineffective for countering aerial attackers (except in the jab form) and proffers a huge recovery delay if blocked. So save it for for the end of a multi-hit combo when you know its going to hit. Much better for nailing jumping opponents is her largest way of the waves punch (three button taps) which acts an effective shield against most attacks. Her spring wind kick has an excellent priority in the air, while her Spring One Season is notable for being one of the only super attacks in the game to strike low.

THE PERKY TEENAGE POWERS OF SAKURA	
SURE-KILLING TECHNIQUES	
WAVES PUNCH	↓↘→ + ANY PUNCH BUTTON
SAKURA PUNCH	→↓↘ + ANY PUNCH BUTTON
SPRING WIND KICK	↓↙← + ANY KICK BUTTON
SUPER COMBOS	
VACUUM PUNCH	↓↘→↓↘→ + ANY KICK BUTTON
SPRING ONE SEASON	↓↙←↓↙← + ANY KICK BUTTON
CONFUSING SAKURA	↓↘→↓↘ + ANY PUNCH BUTTON

SAKURA PERSONAL DATA

AGE 15
SEX FEMALE
NATIONALITY JAPANESE
LIKES RYU, RANMA
DISLIKES HOMEWORK

THE MASTER OF GHANDARA YOGA RETURNS TO PROTECT THE SECRET TECHNIQUES OF THE BARAMON MONKS!

DHALSIM IS A DIFFICULT CHARACTER TO MASTER, BUT AN EFFECTIVE ONE!

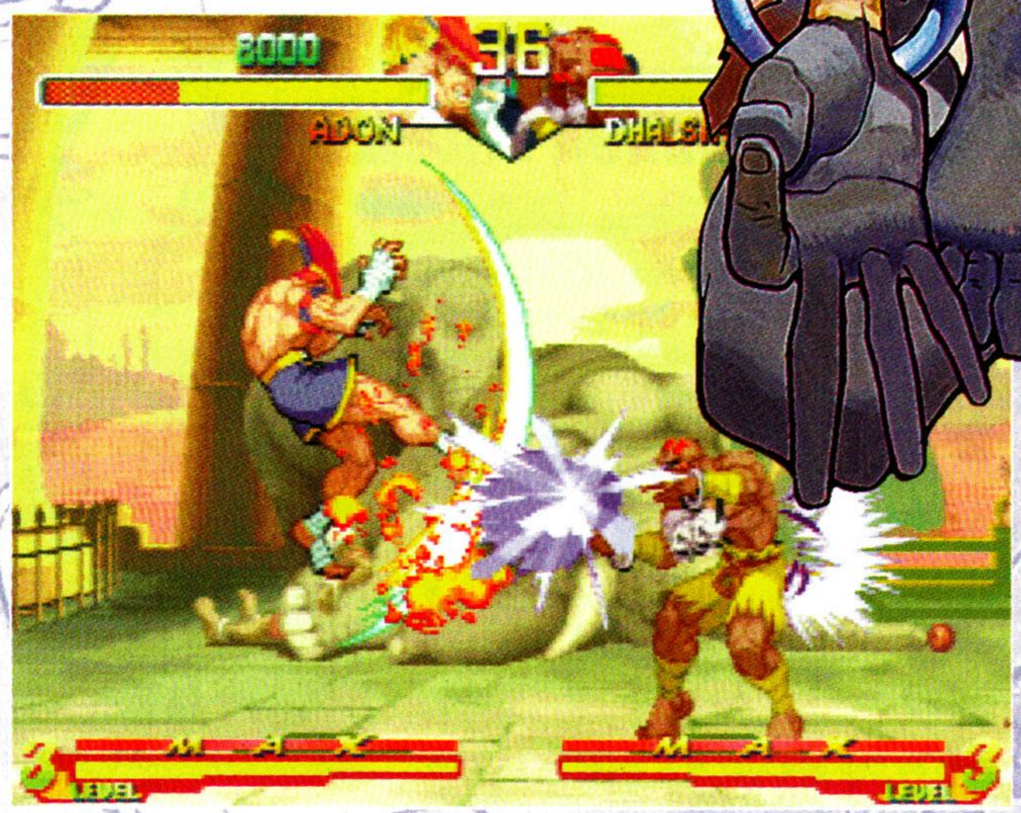
DHALSIM WARRIOR PROFILE

It came apparent to his parents at an early age that Dhalsim was unlike other children. While at school he exhibited an extraordinary degree of selfless generosity, wisdom and self-discipline, and as he grew up he came to be regarded by fellow townsfolk as something of a guru. After an eight year trip to a Tao monastery in Tibet, Dhalsim returned as a qualified monk of Baramon, and a master of Ghandhara Yoga. With the sheer power of the mind he is able to both levitate and teleport his body, while his strict physical discipline allows him to dislocate his joints and stretch his limbs to unbelievable lengths. Although not strictly a warrior Dhalsim understands that in some cases force is necessary to convey real truth. And as Shadaloo comes searching for him to discover the secrets of Ghandhara, Dhalsim is prepared to fight to defend his ancient heritage. Oh yes.

Dhalsim's Yoga Inferno super sucks opponents in and delivers multiple hits at close range. At level three it is quite devastating.

DHALSIM'S FIGHT STRATEGY

Despite an Alpha 2 make over, Dhalsim fights in much the same way as he's always done: by keeping his opponent at a distance. In Alpha 2 the player is in complete control of Dhalsim's limb length, and can retract or stretch his normal kicks and punches by pressing either towards or away from the opponent at the same time as the attack. Vary the distance to sucker opponents into committing to a vulnerable counter move. Dhalsim now has an aerial defence move, the yoga blast, but you have to predict your opponents jump for it to be of any use. Its actually easier (and safer) to use either of his supers as dragon punch alternatives. His two air charges (down and kick or punch) can now be activated at any time during the jump, and have a brilliant attack priority. Plus you can control the angle with different punch and kick strengths. Dhalsim can teleport in the air now too, though the recovery delay on his Yoga fire has been increased, so its no longer possible to teleport behind an opponent and hit them at the same time as the fireball connects. His slide still travels underneath projectiles.



DHALSIM PERSONAL DATA

AGE *BETWEEN 20 & 30*
SEX *MALE*
NATIONALITY *INDIAN*
LIKES *SILENCE, MEDITATION*
DISLIKES *VIOLENCE, GREED*

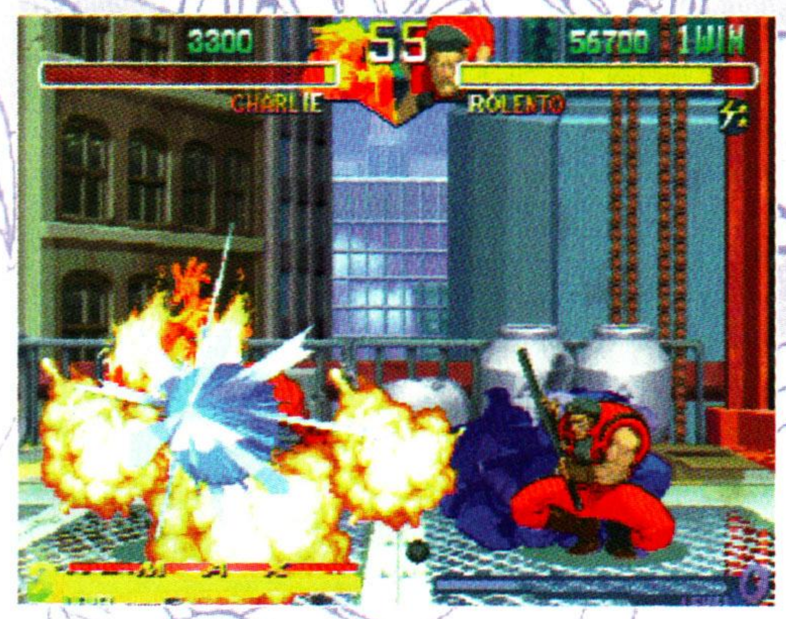
"AFTER YEARS OF MEDITATION I HAVE DISCOVERED THE TRUE PATH OF THE WARRIOR! WITH MY YOGA INFERNO I CAN SUMMON FEARSOME FLAMES TO ROAST YOUR RAGGED REAR!"

THE MYSTERIOUS POWERS OF DHALSIM	
SURE-KILLING TECHNIQUES	
YOGA FIRE	↓↘→ + ANY PUNCH BUTTON
YOGA FLAME	→↘↓↙← + ANY PUNCH BUTTON
YOGA TELEPORT	→↓↘ OR ←↓↙ + KICK X3 OR PUNCH X3
YOGA BLAST	←↙↓↘→ + ANY KICK BUTTON
SUPER COMBOS	
YOGA STRIKE	↓↘→↓↘→ + ANY KICK BUTTON
YOGA INFERNO	↓↘→↓↘→ + ANY PUNCH BUTTON

Dhalsim's ending involves him returning to his village to contemplate on the violence he has just committed. As he suffers in mental anguish one of his many wives comes up and tells him to get over it. He does.

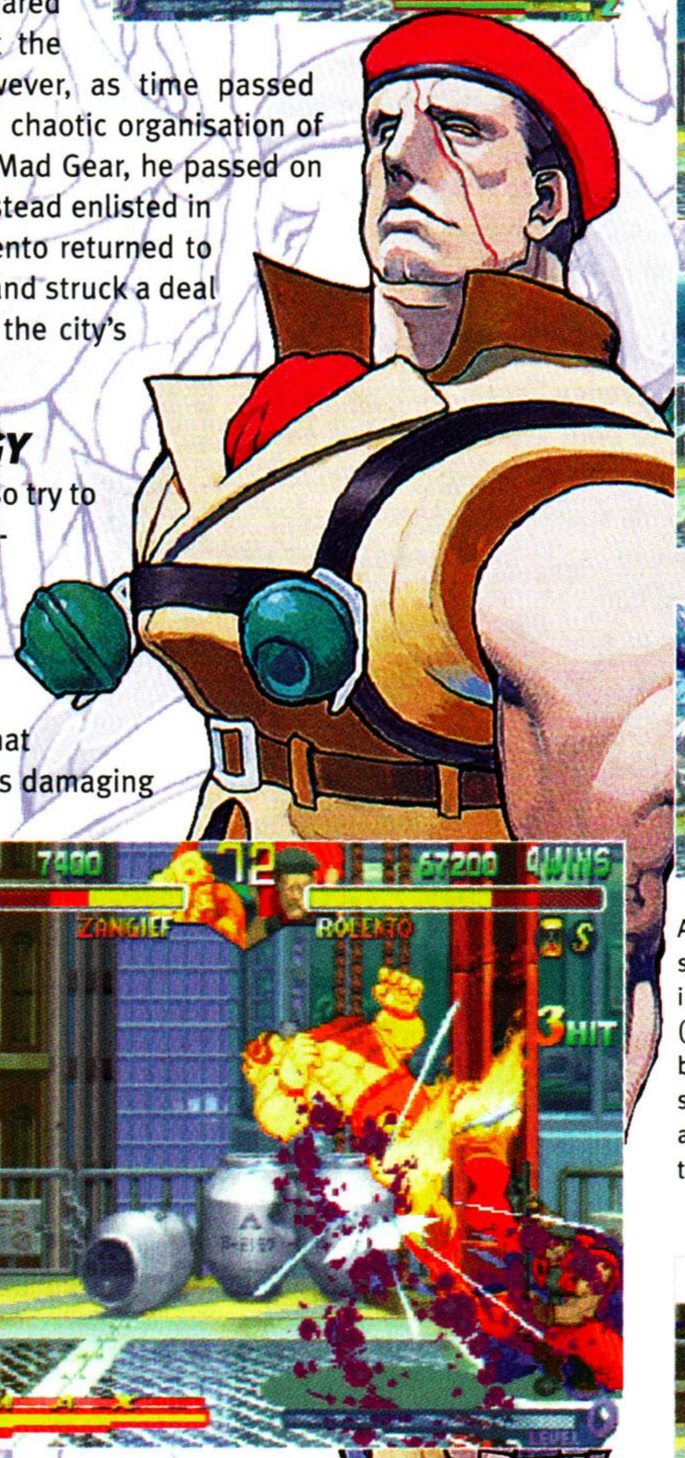
AFTER GETTING HIS ASS KICKED BY GUY, CODY AND HAGGAR IN FINAL FIGHT, HE WANTS REVENGE!
A SPEEDY AND POWERFUL WARRIOR WITH AN ORIGINAL FIGHTING TECHNIQUE!

WARRIOR PROFILE ROLENTO



Rolento's 'mine sweeper' Super is absolutely lethal... when it connects. Unfortunately, it cannot be employed in a two-in-one and is thus best reserved for punishing a missed special. Below, Rolento cross-ups a combo into his 'take no prisoners' Super.

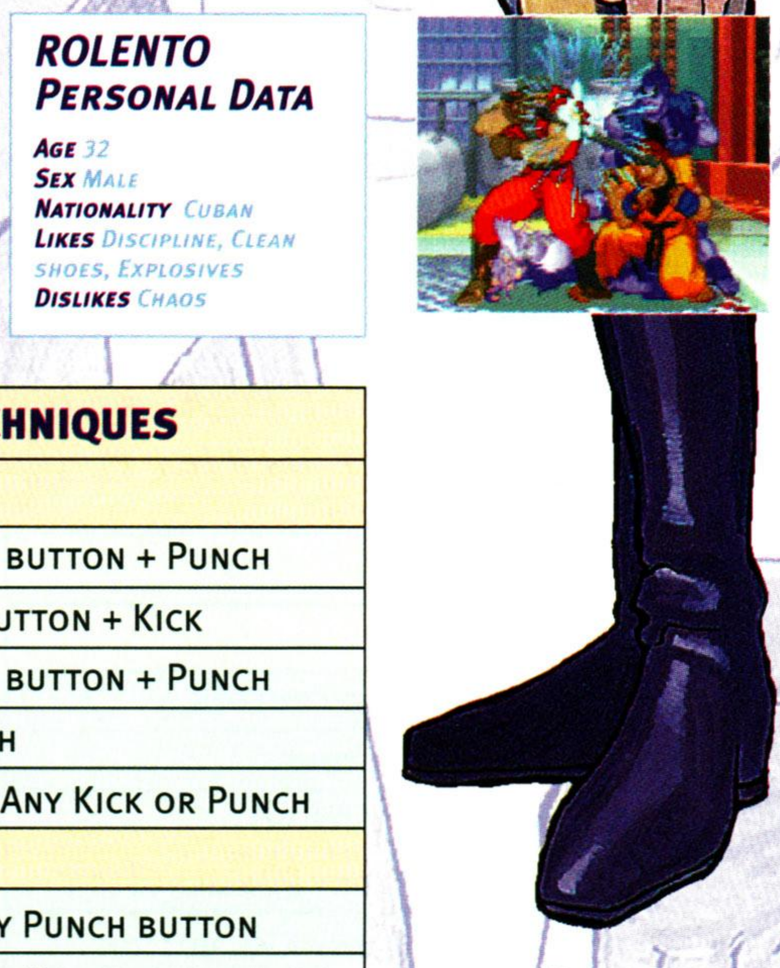
Rolento came to America at an early age when his parents immigrated from Latin America to Metro City. Living in the ghetto, he dropped out of school and joined a feared street gang called The Razors, led (at the time) by the ubiquitous Sodom. However, as time passed Rolento grew to despise the unruly and chaotic organisation of the gang, and when Sodom left to join Mad Gear, he passed on the opportunity to lead the gang and instead enlisted in the army. After six years of service Rolento returned to Metro City as a battle hardened soldier and struck a deal with Mad Gear giving him a portion of the city's underworld to run.



ROLENTO'S BATTLE STRATEGY

Rolento's key advantage is that he has a wide range of special moves, so try to keep your attacks varied. His pipe twirl is incredibly effective, especially when used as part of a multi-hit combo, and if the first twirl hits quick reflexes guarantee the success of the resulting two. Rolento also rules the air, with a large number of jumping moves, including his MECONDEL escape and a special jump that can take the opponent by surprise if used selectively. Unfortunately, his super moves aren't that effective (they cannot be used in combos) so save the super bar for his damaging custom combos. One of Rolento's most effective techniques is to 'psyche' the opposition out by performing the fist half of any of his two part moves, then stopping, causing the opposition to commit to a defensive move.You can also control the angle of the knives in his stinger attack, by varying the kick strengths.

Difficult to get to grips with, Guy's range of techniques is pretty limited - but hey - this is a Capcom game, so you can be guaranteed that they're devastating when in the right hands of course.



A simple but effective combo starting with a cross up and ending with three pipe twirls (above). Meanwhile, Rolento's best Custom Combo (below) starts with multiple fierce hits and ends again with three pipe twirls for a massive 29+ hits.

ROLENTO PERSONAL DATA

AGE *32*
SEX *MALE*
NATIONALITY *CUBAN*
LIKES *DISCIPLINE, CLEAN SHOES, EXPLOSIVES*
DISLIKES *CHAOS*

ROLENTO'S DISCIPLINARY FIGHTING TECHNIQUES

SURE-KILLING TECHNIQUES	
PIPE TWIRL	↓↘→ + ANY PUNCH BUTTON + PUNCH
STINGER	→↓↘ + ANY KICK BUTTON + KICK
MECONDEL ATTACK	↓↙← + ANY PUNCH BUTTON + PUNCH
MECONDEL AIR RAID	ALL PUNCH X 3 + PUNCH
MECONDEL ESCAPE	↓↙← + ANY KICK + ANY KICK OR PUNCH
SUPER COMBOS	
MINE SWEEPER	↓↙←↓↙← + ANY PUNCH BUTTON
TAKE NO PRISONERS	↓↘→↓↘→ + ANY KICK BUTTON

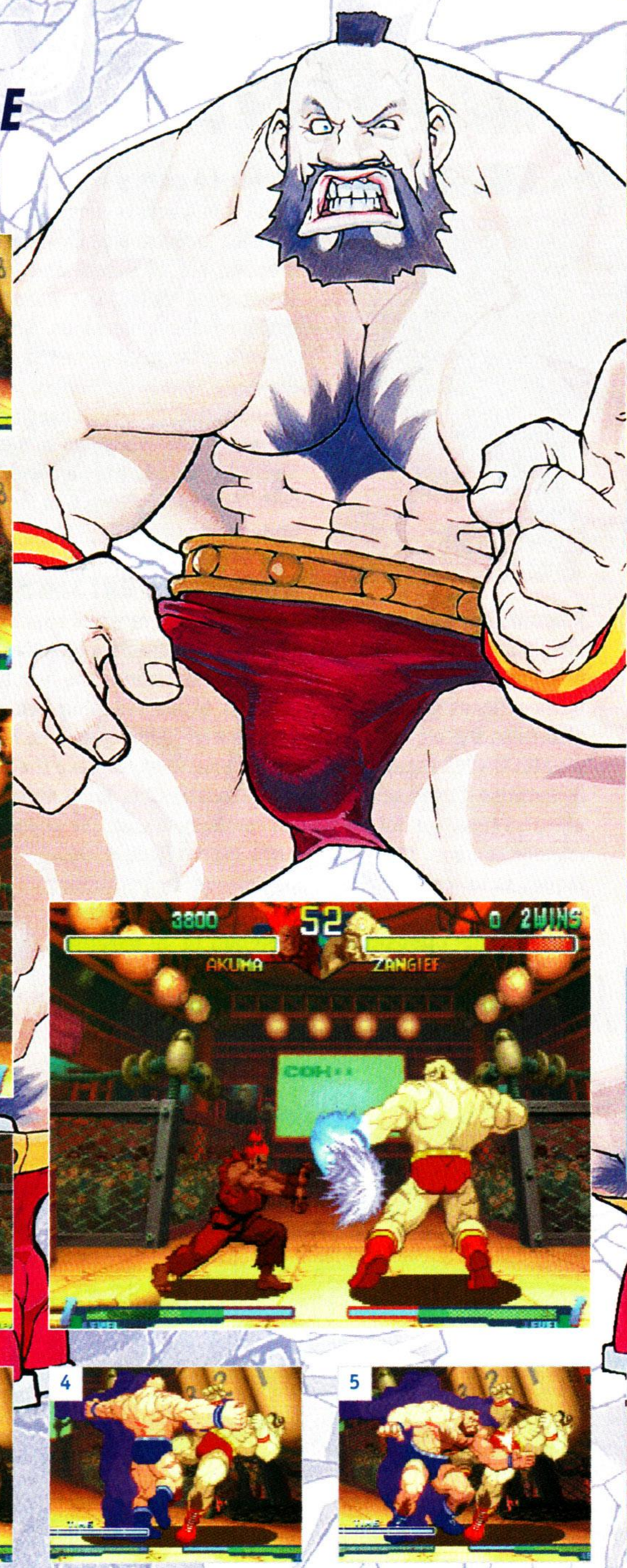
*"I AM THE ULTIMATE MASTER OF **BATON BASED BRUISING** AND POWERFUL PYROTECHNICAL PORTIONS! BEFORE I'M FINISHED GUY WILL KNOW THE **TRUE MEANING OF DISCIPLINE!**"*

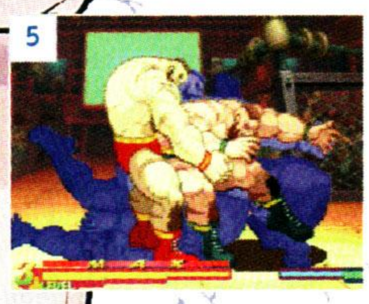
THE RUSSIAN RAPIST HAS RETURNED FOR MORE SWEATY GRAPPLING BASED ACTION! DEFEND YOURSELF! LET THERE BE NO DOUBT: 'GIEF IS AWESOME! CLOSE IN ON YOUR OPPONENTS AND CRUSH THEIR PUNY SKULLS!

ZANGIEF

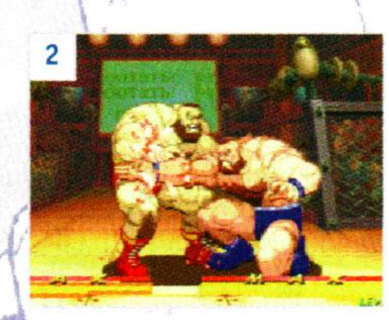
WARRIOR PROFILE

Born and raised in Siberia, Zangief was plucked from obscurity when he was spotted by Russian governmental agents fighting 10 men at once at a local metal works factory after a bout of hard drinking. He was taken to the capitol were he under went a period of intensive hi-tech training (with Strider's Hryu as a partner!) in order to prepare him to represent Russia in the World Warrior contest. What Zangief lacks in IQ and agility he more than makes up for in brawn and power, with a wrestling fighting style modelled heavily on his American hero: mayor and five time CWF champion Mike Haggar.





Zangief's is not too flexible for standard combos (underneath), though his custom can score a vast amount of hits if timed correctly (below)



ZANGIEF PERSONAL DATA

AGE *38*
SEX *MALE*
NATIONALITY *RUSSIAN*
LIKES *VODKA, MIKE, CWF*
DISLIKES *FIREBALLS*

"FEEL THE FORCE OF MY LEVEL THREE FINAL ATOMIC BUSTER! YOUR PUNY HEAD VILL EXPLODE! VOT DO YOU MEAN MY PACKAGE IS SMALLER THAN X-GEN'S READERSHIP?! I VILL CRUSH YOU!"

THE PILEDRIVING POWERS OF ROLENTO	
SURE-KILLING TECHNIQUES	
BANISHING PUNCH	➡⬇↘ + ANY PUNCH BUTTON
DOUBLE LARIAT	ALL THREE KICK BUTTONS
SPINNING CLOTHESLINE	ALL THREE PUNCH BUTTONS
SPINNING PILEDRIVER	SPIN LEVER 360° + ANY PUNCH BUTTON
POWER BOMB	SPIN LEVER 360° + ANY KICK BUTTON
SUPER COMBOS	
FINAL ATOMIC BUSTER	SPIN LEVER 720° + ANY PUNCH
AERIAL RUSSIAN SLAM	⬇↘➡⬇↘➡ + ANY PUNCH BUTTON

ZANGIEF'S WRESTLING STRATEGY

Zangief is exclusively a close range fighter, so make sure you use the Double Lariat to both avoid projectiles and get close to your opponent. Practice the 360 degree motion needed for most of his special moves, as in order to fight well with Zangief you really have to be able to pull it off consistently. You can use his Russian Slam super as a dragon punch alternative, though a crouching strong punch is much more effective. Zangief's most lethal, not to mention cheesy, technique is to jump in with a flying kick then perform a jab-spinning piledriver two-in-one. 90% of the time the opponent will block the low hit, thus guaranteeing your success of your SPD.

Finally, when attempting to successfully perform his Final Atomic Buster super, it helps it you can buffer the first 360 whilst in the air, then perform the remaining 360 when you land.

FRIEND OF SHENG LONG AND MASTER OF AKUMA, GEN IS THE MOST ORIGINAL STREET FIGHTER YET! JUST DON'T CALL HIM AN OLD GRANDAD! DON'T LET HIS AGE FOOL YOU! GEN IS A LEAN, MEAN KILLING MACHINE! PREPARE TO SEE WHAT YOUR HEART LOOKS LIKE OUTSIDE YOUR BODY!

GEN

WARRIOR PROFILE

GEN PERSONAL DATA

AGE *68*
SEX *MALE*
NATIONALITY *CHINESE*
LIKES *DECISIVE VICTORY*
DISLIKES *ABUSE OF POWER*

Gen is living proof that appearances can indeed be deceptive. On the surface he looks like a frail old man, underneath this misleading guise lies a battle hardened warrior with the reflexes of a hawk. Gen's parents were both killed when he was still a baby, and unguided he grew up into a life of crime, serving a long stint as an assassin for a powerful Chinese Triad gang. When the gang tried to double cross him, Gen took revenge by killing every single member of the gang and their families! Nasty. Wandering lost without a purpose Gen had a sudden change of heart, and to make up for his villainous past, he anointed himself as the self-appointed protector of the Chinese people. Utilising a unique style of kempo, Gen has come to be feared throughout the world for his cold blooded precision in combat. It is even rumoured that he fought off an entire British battalion with his bear hands during the Opium Wars. He disapproves of the activities of Shadaloo and has thus targeted M.Bison for termination. And for once even the mighty M.Bison is scared...

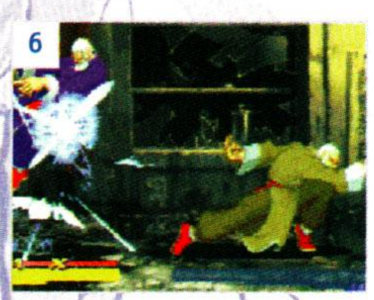
GEN'S BATTLE STRATEGY

With practice it is possible to vary between Gen's two move types actually during a combo. A good example of this is to use short kick in the Mantis pose (which floats the opponent) then quickly switch to the Crane pose and follow up with a leg thrust to hit them on the juggle. MAXIMUM discovered that Gen's leg thrust can be used to hit up to eight times if you time the subsequent button presses correctly, lifting your opponent nearly to the top of screen. Rhythm is the key. In the Mantis pose, Gen's off wall heel strike can be used in a number of variations, including an attack from the wall behind the opposition, and a confusing vertical drill. His fearsome hundred fist strike custom ➤➤

Gen's best super combo involves a jumping attack following into a lunging rupture two in one (below). I like Gen. His little kicks and punches annoy Gary,

combo is a good way to punish blocked supers, while the brilliant death point strike must be included in a combo if you ever want it to hit. Watch your opponent start to panic as the numbers tick down. Also his lunging rupture will pass through projectile attacks at level two power or above.

THE GRACEFUL GRAPPLES OF GEN	
CRANE TECHNIQUES *TO ACTIVATE PRESS ALL THREE PUNCH BUTTONS*	
LEG THRUST	➡⬇↘ + ANY KICK BUTTON
HUNDRED FIST STRIKE	PRESS ANY PUNCH BUTTON RAPIDLY
CRANE SUPER COMBOS	
LUNGING RAPTURE	⬇↘➡⬇↘➡ + ANY PUNCH BUTTON
DEATH POINT STRIKE	⬇↙⬅⬇↙⬅ + ANY PUNCH BUTTON
MANTIS TECHNIQUES *TO ACTIVATE PRESS ALL THREE KICK BUTTONS*	
ROLLING PALM STRIKE	CHARGE ⬅ THEN ➡ + ANY PUNCH
1. OFF-THE-WALL HEEL	CHARGE ⬇ THEN ⬆ + ANY KICK
VERTICAL DRILL	DURING 1. PRESS ↗ OFF THE WALL
MANTIS SUPER COMBOS	
RISING LEG THROW	⬇↘➡⬇↘➡ + ANY KICK BUTTON
BOUNCING FOOT CHARGE	⬇↙⬅⬇↙⬅ + ANY KICK BUTTON



PS	3D SHOOTER FROM NEWCOMERS NEON
OCEAN	TUNNEL B1
	AVAILABLE ON SATURN SOON AFTER PSX RELEASE

TUNNEL B1

SEGA SATURN

PlayStation

Try it before

Rent any latest release for just

Prepare for a visual extravaganza! TUNNEL B1 is coming!

With a 3D graphics engine to rival even the mighty WIPEOUT, could OCEAN have themselves the surprise hit of the year?

Close your eyes. Relax your mind. Now try to imagine the most incredible 3D graphics engine yet seen on ANY next generation console. An ultra-detailed 3D environment full of texture mapped enemies, realistic light sourcing and unprecedented explosions, all moving at over 30 frames per second. A visual tour-de-force so slick that it not only equals the legendary Wipeout, but in some cases exceeds it. Now open your eyes. There's no need to imagine. Your dreams are about to become a reality. Tunnel B1 is on its way to the PlayStation as we speak, and we guarantee you - you've NEVER seen anything like it.

Prepare to be amazed...

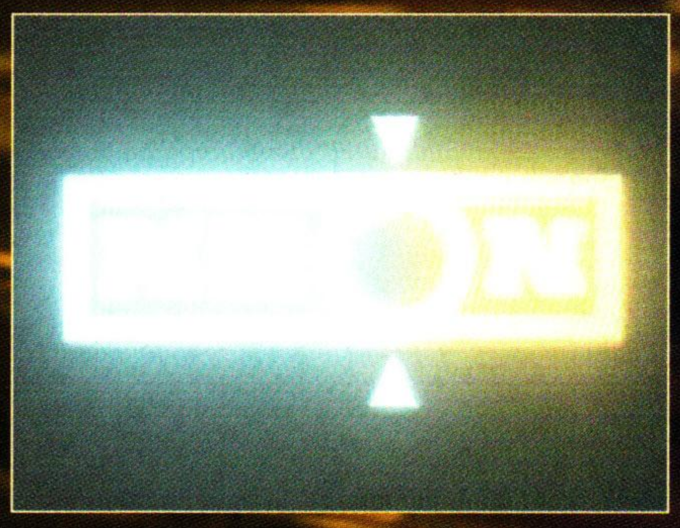
As you may have gathered by now, the most striking aspect of Tunnel B1 is its outstanding visuals. From the moment you hit the start button you know you're in the presence of something special. The painstaking attention to detail, the fluidity, the amazing light sourcing - Neon have pushed the PlayStation to true technical heights... and its only their first release. Particularly impressive are the spectacular explosions that occur whenever a craft or crate is destroyed. And these aren't the piddly little 'pops' seen in Wipeout either - no siree, this is the real McCoy. As craft after craft are rendered asunder in a hail of missiles and machine gun fire, everything in the nearby vicinity lights up too. Awesome indeed! And the game's not even finished yet!

The Tunnel B1 craft in all its glory - alright, it looks like a cross between Stingray and a Flymo but, don't let the craft's exterior deceive you - this little baby carries some of the most powerful artillery ever devise!

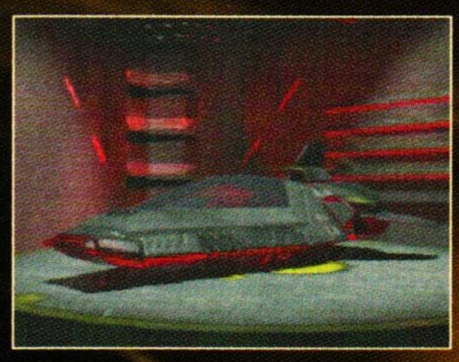
NEON?! WHO THE HELL?!

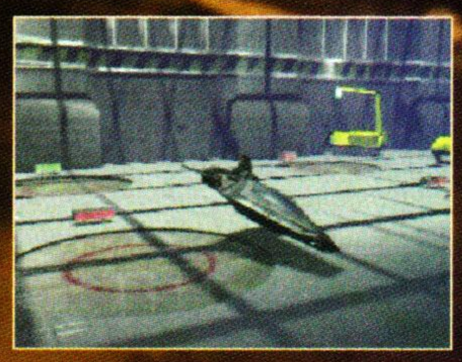
So, er, who exactly, are Neon? Hailing from an industrial region of Southern Germany, the team behind Tunnel B1 consists of only six people. Though the actual company itself are new to consoles, Neon's staff are no strangers to the games market, having worked on previous projects as such as Mr Nutz on the Megadrive and Amiga. Er, Mr Nutz? Lets just say they've got a LOT better...

As you can see from these screenshots, the programmers have paid a great deal of attention to the visual aspects of the game. All around this page you'll find grabs from the standard complimentary in-flight rendered intro.



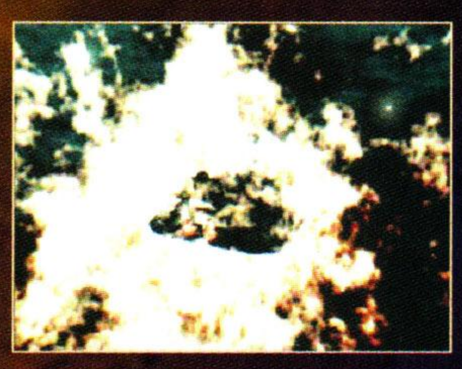
A visual banquet indeed!





CALLING INTERNATIONAL RESCUE!!

In the future the world has become a place of darkness and despair. The people live in constant fear of a supreme mad man named JS Keeling, a terrorist who has stolen the military's ultimate weapon: the Putang Cannon! One after another, nations fell before this all conquering despot as Keeling used his personal army to crush all peasant resistance with an iron fist. Fearing the destructive power of the Putang Cannon, none of the worlds major powers dare resist... until now. In a top secret lab in the Nevada desert, the Tunnel B1 craft is nearing completion. Stealthy and precise, but with unrivalled fire power, the B1 is able to cut through swathes of enemy craft in a matter of seconds! With the use of this new technology, the resistance has one chance and one chance only, to strike deep into the heart of Keeling's empire and eradicate the cannon once and for all. The fate of the known world rests on your shoulders! So, you know, no pressure or anything. Just don't screw up.



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Climb into the cockpit of the TUNNEL B1 craft and deliver a personal nut-punch to Keeling for all mankind!!

I'M FASTER THAN LIGHTNING!!

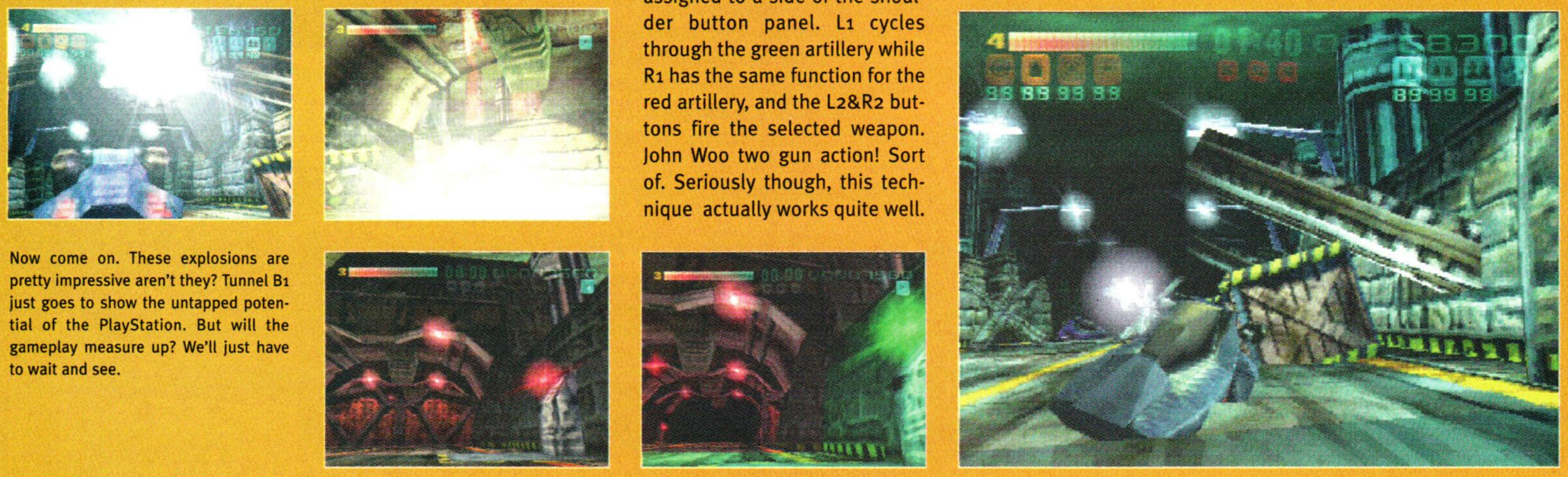
Well, not quite as fast as lightning. But almost. Wipeout veterans shouldn't have much problem getting to grips with the ship's movement, as the handling of the Tunnel B1 is very similar to the Psygnosis title, albeit with extra weapons on board and a rather strange neck straining view point. This choice of view point seems a little bemusing, as the player's sight is tilted at a 45 degree angle from ground level, but you do get used to it. As for people without their anti-grav hovercraft license however, they may find the ship's controls initially frustrating. But persevere and you'll soon be zooming around the game's many tunnels, shooting and performing evasive manouevres with ease.

The sequence to the right demonstrates how to obtain a power-up. When the arrows point to a crate, it normally means there's something good in it. Destroy it, pick up the special weapon box released, and Bob's your uncle. Double machine guns!

EIGHT WEAPONS OF MASS DESTRUCTION!!

A 3D blaster wouldn't be a 3D blaster without the all important compliment of heavy weaponry, and Tunnel B1 is no exception. Following in the foot steps of other 3D shooters that have come before it, your craft carries on board a wide range of ordinance including missiles, lasers, and a self regenerating machine gun. Each weapon is categorised into either the green or the red artillery, and each category is assigned to a side of the shoul-der button panel. L1 cycles through the green artillery while R1 has the same function for the red artillery, and the L2&R2 buttons fire the selected weapon. John Woo two gun action! Sort of. Seriously though, this technique actually works quite well.

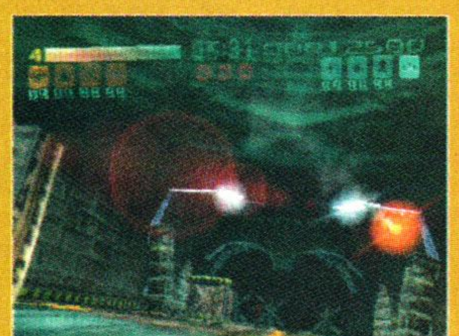
Now come on. These explosions are pretty impressive aren't they? Tunnel B1 just goes to show the untapped potential of the PlayStation. But will the gameplay measure up? We'll just have to wait and see.



Back up Firepower: The Red Artillery!

1. FLARE

The most common item to be found in the game. Unsurprisingly, it lights places up. Doh!



2. BOMB

This is more like it!! True destructive power. Once the button is pressed, a bomb will appear in front of your craft, exploding roughly 2-3 seconds after release. The silver canister cannot be fired and thus has to be placed next to an enemy.

The two pictures on the left demonstrate the power of the bomb. Just drive up close to a turret, drop one, and retreat to a safe area. Later in the game you come across gun emplacements contained within energy shields, and bomb's are the only way to damage them.

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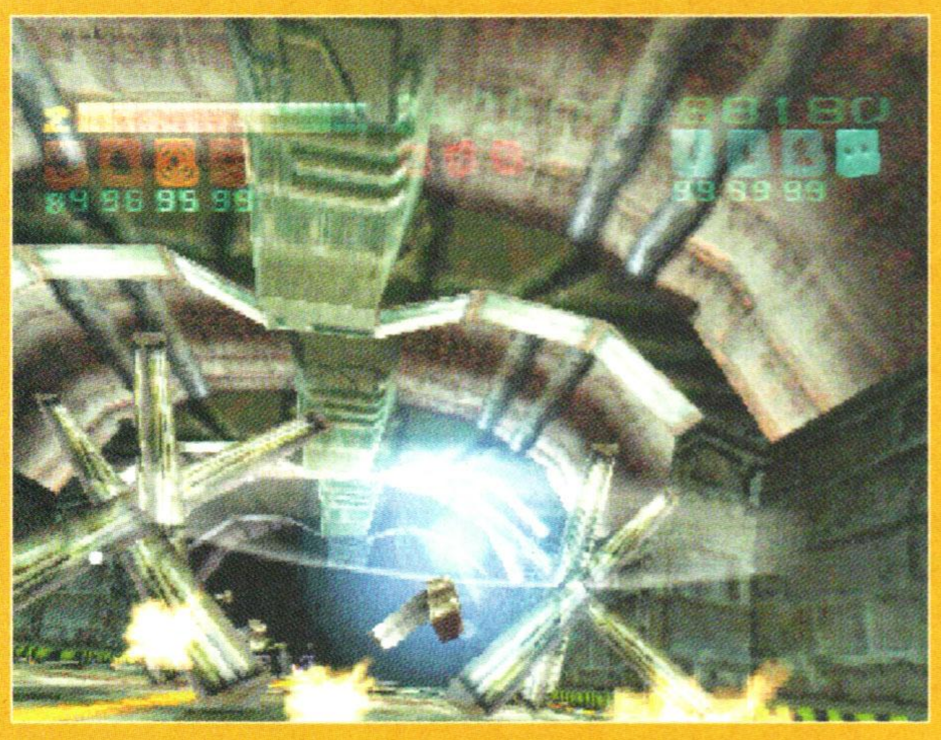


3. MINI NUKE

Hard to find, but this is the mother all weapons that makes even the mighty Keeling shake in his Putonian pantaloons! Every 3D blaster has a BFG equivalent and this is Tunnel B1's. Fire this baby to release a blast of pure atomic energy that will destroy almost any enemy in one shot - not to mention anything else in the nearby vicinity. The brunt of the blast will be concentrated on the target hit directly in the centre of the explosion, though the resultant shock wave will send ripples of destruction through the nearby vicinity. Awesome!

4. DEPLOYABLE MINI-NUKE

This item wasn't fully implemented in the demo version we received, so we're not quite sure what it does. But we've been reliably informed that is similar in stature to the mini-nuke, though with the notable addition that it can be be lobbed into the distance to effect enemies from a far. A similar explosion of giant proportion occurs, though this time at a safe distance from your craft.

The nuclear explosion ripple effect (above) is really quite beautiful. Oh and look. There's crate on the right. Ooooh. On a different note, did you see the new Doctor Who? Bit weird wasn't it. But good to see Paul McGann acting again. Withnail and I. Good movie that...

Your main offense: The Green Artillery!

These are your standard weapons, and can be found by destroying special crates and boxes strewn throughout the game. They can all be powered up by subsequent weapon icons to fire in multiples of two or three. Note that you start each game with the single machine gun, .

It's a tough life being a caption . Always playing second fiddle to the actual text. You've got to be witty, informative and short. And you're always read last. Still at least I can talk about the actual grabs. Like the one below me. Look at it. Big missiles locked on a turret. Cool eh?

1. ION CANNON

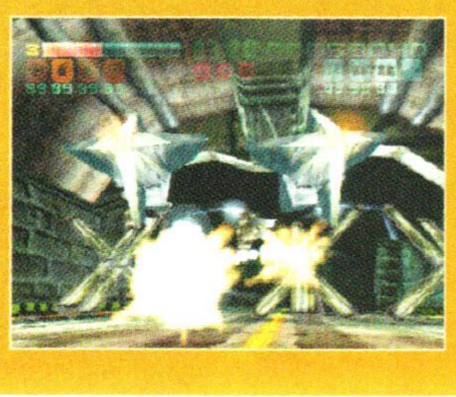
Despite the lovely green light sourcing the ion cannon is ineffectual for combating all but the smallest of enemies. It can however, be used for clearing crates and boxes quite efficiently. The ion cannon reloads are quite common, so have no qualms about using it as often as possible. Can be upgraded to fire more powerful red shots in duplicate.

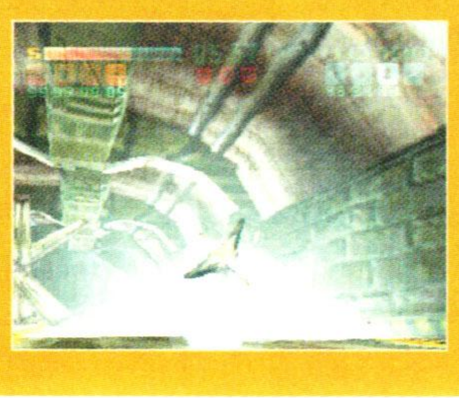
2. STINGER MISSILES

A more powerful weapon that can be upgraded to fire twin missiles at a time. The advantages of using Stingers are pretty obvious - it's swift, locks on to targets (even airborne ones), and a dishes out a fair amount of damage. The Stinger's are the more common type of missile and can be easily attained on most levels.

3. WIDEBOY MISSILES

In a word: POWER! This is the most powerful weapon available in the green artillery and destroys most enemies in a matter of seconds. However, power comes at a price, and these missiles are not only rare, but take quite a long time to reach their target, thus making them ineffectual on the faster enemies. Unless you can predict their pattern of movement and fire in advance. Like me. But then I'm awesome.





4. MACHINE GUN

The MG can be powered up to three times for triple damage, and is relatively easy to find. Another added bonus is the fact that the light given off illuminates the entire vicinity, thus making hunting down hidden guns and enemies much easier. The MG also has unlimited ammo. So what are you waiting for? Gun them all down like Stiiinkeen Piiigs!

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EXTENDED PLAY

Enemy assault!

As you lead your assualt deep into the heart of JS Keeling's empire, you will encounter a number of hostile craft that must be terminated with extreme prejudice. And thousands of rounds. These enemy craft range from basic gun emplacements to assault helicopters to jet powered attack ships, and in true **MAXIMUM** fashion, we give you the low down below.

1. GUN EMPLACEMENTS

These come in two types, the Machine Gun post and Grenade Lobber. The Machine Gun post has infra red sensors that react to enemy presence within a specific range, while the Grenade Lobber will fire a constant stream of explosives at a fixed spot: normally somewhere you want to be. Both are immobile and have a limited firing range, so attack from a distance.

2. ANTI-GRAV TRACTORS

Large, powerful but cumbersome, this craft's bulk and slow top speed makes it easy pickings for the weapon of your choice. Beware the rear mounted machine gun, and don't let it trick you into chasing it into an area full of gun emplacements.

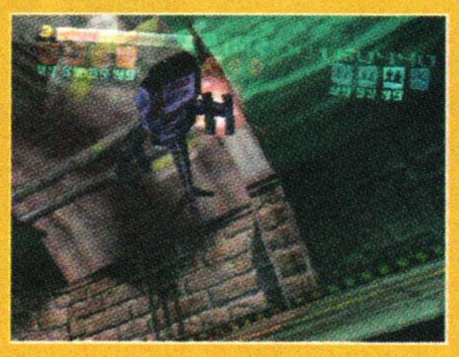
3. ANTI-GRAV SKIMMER

Smaller and more versatile than the Tractor, this enemy should be treated with extreme respect. Armed with both a rapid fire chaingun cannon and a seemingly never ending supply of flash bombs (which are deployed from its rear), **MAXIMUM** recommends you terminate this deadly opponent with the most powerful weaponry you have. A mini-nuke should do it. Or failing that strafe his ass with triple machine gun fire.

If you collide with another vehicle whilst travelling at speed you ricochet back like a pinball! It doesn't do any actual damage, but it's pretty disorientating. The Assualt Tank (left) is an awesome foe to behold.

4. HELICOPTERS

Death from the sky! These metallic monstrosities fire lasers like there was no tomorrow. Unfortunately, ordinary weapons cannot target on aerial enemies, so use missiles to lock-on, or zap the whole area with a mini-nuke. On the last level of the demo we encountered a larger, heavily armoured chopper, though it looked like its AI was unfinished. Choppers only appear in open air environments and cannot follow you into tunnels. Thankfully.



The hovercraft both fires and drops mines (left), while I have absolutely no idea what the firey red thing (middle) is at all. I'm sure it will do something in the final version though.

5. ASSUALT TANKS

Normally located inside tunnel complexes, the Assault tank is the most powerful and heavily armoured of all Tunnel B1 opponents. Thankfully, its also one of the slowest. It is relatively easy to dodge its missile fire, and with a bit of nimble piloting you can drive up close to the tank and drop a couple of bombs for a quick kill.

AND THE REST...

Though the later levels are unfinished, **MAXIMUM**'s investigations revealed a number of other enemies, who's roles are as yet undetermined. These included mine laying hover craft, guide robots, jet powered attack ships and several variations on the anti-grav skimmer theme.

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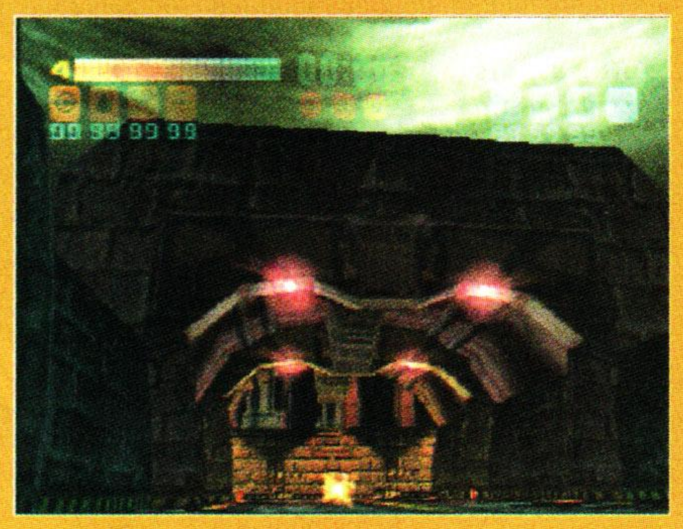


Stage 1

The first level is a good place to get accustomed to the Tunnel B1 craft as enemy resistance comes only in the form of gun emplacements and anti-grav tractors. There are a few power ups available, but nothing too spectacular. The mission objective is simple: get to the end of the stage (marked on the map) alive. It's a straightforward route, and you can race to the end in seconds if you like.

Stage 2

The second stage is set in the same environment as the first, though it is larger and introduces the player to the door-unlocking sensors. More guns, more enemies and more action make it a slightly more exciting experience than Stage 1.

The smattering of shots surrounding this caption are taken from all the available levels on the demo disk. As you may have gathered by now, they're not finished, so expect more in the way of enemy resistance when the game is released either in July or September (don't ask!).

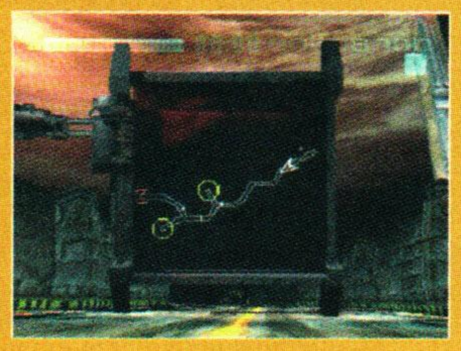
Later levels...

Though the later levels are still unfinished, they show a lot of promise. Graphically they are far more interesting than the first two, with varying mission objectives, more powerful enemies and different game environments.

NEXT MONTH...

Well, had we been here next month, we would have given you an in-depth **MAXIMUM** style extended play and review of Tunnel B1, but er, as we're not, we can't. So we'll leave you with this thought: when one of EMAP's many lucky (non-**MAXIMUM** then) E3 adventurers returned home recently he commented that Tunnel B1 looked graphically superior to N64's Pilotwings. Food for thought indeed.

Yippee! The last caption. That's a map on the left. You can bring it up at any time by pressing SELECT. And the picture above is of level seven, where you've got to make a desperate dash to get through a door before the time runs out. Right I'm off. Have a good summer you lot. Try not to get in trouble.



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The hidden horror of RESIDENT EVIL - Full-on advice from Chief Hambleton!

Complete the game and you're given a key. The key in question is used to open up a closet, whereupon your chosen hero tackles the rest of the adventure in a different set of threads!

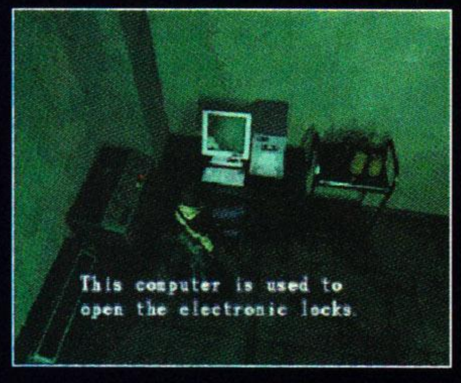
After the endless calls upon calls we've had from you out there, it seems that a lot of you have quite a problem with the game's puzzle solving requirement. But here's **MAXIMUM** to make your life a little easier and to ensure that your Chris (or Jill) is not violated by a green pair of mutated claws or whipped into submission by an organic 20ft whip thing. Lace up your Doc Martens and clip in the last round into your Baretta as we take you back into the mansion for one last time.

But don't worry, ol' Chief Hambleton is right behind you just like before to aid you in your survival but that's what he said to old Enrico too...

As this is the final installment of the guide to the amazing Capcom title, **MAXIMUM** are only going to help out with the most common of the queries we've had this month. OK?!! And now over to you chief.

THINK YA BAD, EH?! HAVE SOME ROCKETS FOR YA TROUBLES!!

"Well son, it ain't ma favourite weapon but some of them STARS boys like it, and it sure does teach them leperous melon farmers a thing or two. Hell, it kills any of them darn critters with one shot! If ya really want the rocket launcher, finish ya mission in under three hours, ya hear me?! Thee hours! You got that son?"



WHY DON'T YOU SLIP INTO SOMETHING MORE COMFORTABLE LOVER BOY!

"I've never liked to do some zombie slapping unless I was in ma best combat slacks with all of ma badges on. But I heard ol' Jill likes to slip into something more slinky when she's gunnin' walking corpses. I know she has a nice line in tight hugging vests and well, there's a sight for sore eyes. If ya want ya own set of Sunday bests, finish the game by getting the key for the ol' closet back in the mansion of shatanga." By finishing the game with the best ending, the key to the closet becomes available and you have to go through into the mansion again. The closet is in the room where one side is entirely a mirror with wardrobes lining up another side of the room.

NOW THAT YOU'VE MADE IT THIS FAR, DON'T LET YOUR BOWELS GET THE BETTER OF YOU!! BRAVO TEAM ARE COUNTING ON YOUR SUCCESS!

PICASSO OF DOOM no.1

MAXIMUM has been bombarded with calls from people who couldn't figure out the combinations in which to press the switches to get one of the crests. Pressing the switch going from youngest to the eldest results in success but for those of you who bought Japanese BioHazard, here's how to do it. There are two walls. Number the two SWITCHABLE paintings on the first wall from right to left, 1 and 2. For the second wall, number them from right to left but starting from 3 to 6. Now press the switches in this order: 2, 4, 5, 3, 1, & 6. The painting at the end of the third wall should fall, revealing the sun crest.

DON'T JUDGE THE BOOK BY ITS COVER

For those of you who have problems with the pool that has two spaces that require the Eagle and the Wolf will kick yourselves when you know the solution. Simply go to the menu screen, investigate both the red and the blue books and turn the them around so that the sides of the pages are facing you. Press the action button and what do ya know, there's a medallion in both of the books! As for finding the items, do that yourself!

The amount of people ringing in demanding to know how to get past the computer log-in (above) is vast! Perhaps now we have printed the solution we won't get bothered quite so much in a telephonic way.

PICASSO OF DOOM no.2

When you finally reach the later laboratories of the premises, there is a computer that opens the electric locks to the B2 and B3. The login name is John, the password for B2 is ADA and B3 is ... The best way to find out is to go to room that has the Adam and Eve painting, switch on the ultra violet light and look at the painting then. The funny greek like words now reveal alphabet letters and the puzzle can be solved, as long as you have the notes from the scientist's living quarters.

THE TYRANT!! IT'S BEHIND YOU!!!!

"Well, I remember when I was knee high to a grass hopper and I came across one of these darn ugly critters, what with it's heart beating outside it's body and that darn pale pasty complexion, it just made ma stomach churn! Good job I had Betsy though. I ran until I was outside the range of it's swipe and kaboom! It didn't fall so I did the same thing over and over again until it fell like a melon farmer in the mid July sun! Ol' Jim Bob didn't follow the master's technique and now he's a part of some Kebab stick! Stick and run, ya hear?!

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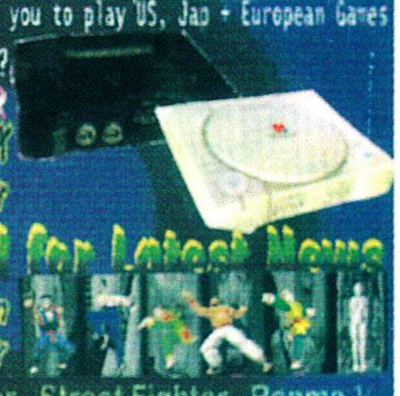

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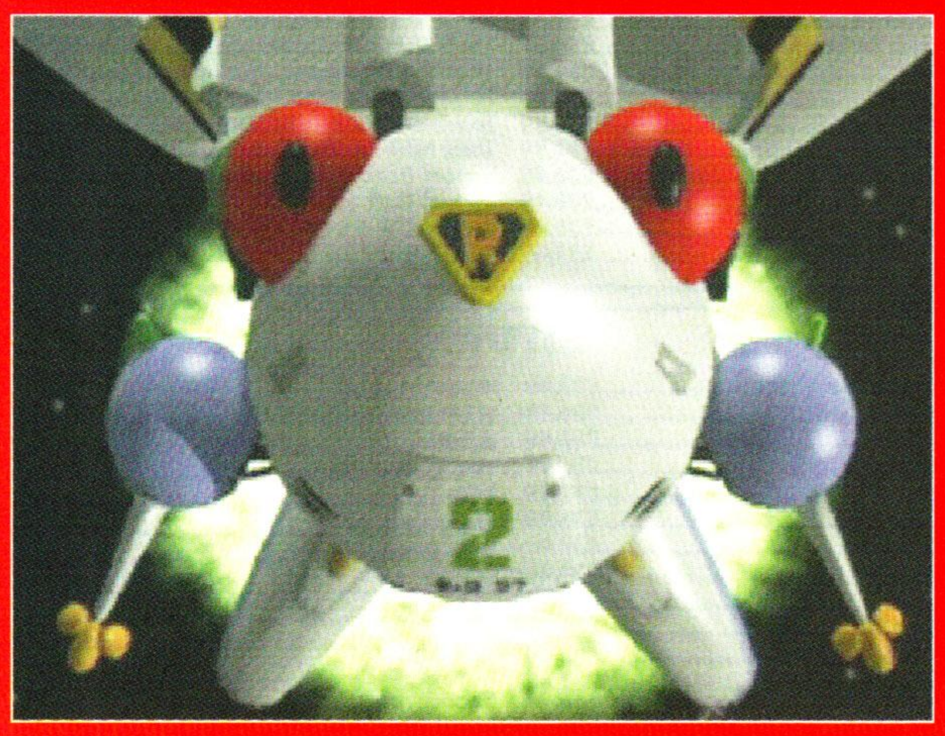
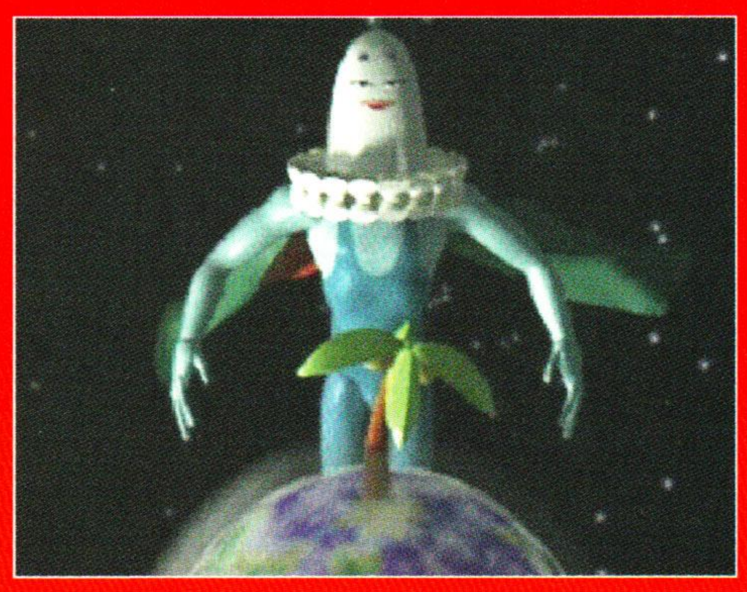
Capture Muu Muus in JUMPING FLASH 2 - Captain Suzuki descends to wreak havoc on Robbit!



JUSTIFIED AND ANCIENT

Deep in the fathomless wastes of space, a small planet drifts around a dark sun. The name of this planet is Muu-Muu, and the peaceful inhabitants (the Muu-Muus) have lived in harmony, cultivating giant Ninjins (carrots) for centuries and drinking the finest wines. Suddenly, their dark little lives are disrupted by an evil scientist called Baron Aloha, who arrives to enslave the population of Muu-Muus by infiltrating Muu-Muu ranks with evil clones. The Baron is progressing well in this enslavement until a behemoth creature dashes across the heavens. The Baron becomes frightened, realising that this is the evil emperor Captain Suzuki, the hated space entity of a thousand growls. Such fear in the Muu-Muu population is well founded; as Captain Suzuki collects stars and planets and places them in bottles for his own amusement. After a short conflict, the Muu-Muus surrender and Suzuki adds the entire planet of Muu-Muu to his collection, before damaging the Baron's craft and laughing heartily to himself. The Baron, now helpless, sends out a distress beacon to Robbit the Robot Rabbit, who hopes that the Baron has changed his ways and accepts his pleas. Time to jump and go for one last confrontation, Mr Robbit!



Robbit the Robot rabbit is back! Ready for launching immediately!

Explore Baron Aloha's swimming pool island in the very first level!

JUMPING FLASH 2 - EVEN EASIER THAN THE FIRST GAME?!

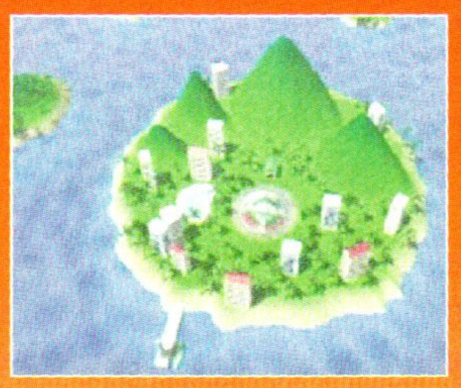
The import version of this distinctly Japanese platform game has arrived at **MAXIMUM** headquarters, and after a day's gaming session, the entire game had been completed... twice! Yes, unfortunately, Jumping Flash 2 is just as easy to complete than the first offering (despite you having to return to all the levels again for a second pummelling after the Baron decides to revert to his old ways), but as usual; in the short time you play this, you'll have the most fun you've ever had in a platform game ever, and that's a fact! Those who've already played the first game will not be surprised to discover that the number of levels are exactly the same as in the first outing (six - with three sub-levels and one bonus level in each), but the game has a novel twist - complete the game once and you must go through the entire series of levels once more, but this time the levels have changed significantly, leading to twice as much gameplay, and more novel twists than ever before (note that most of our gameshots come from the Extra levels).

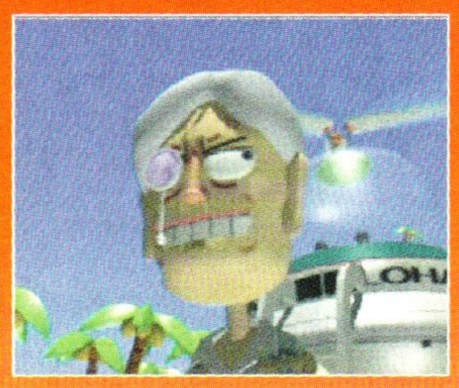
Finally, we must mention the super jump mode, where up to six levels of jumps may be attempted, leading t the most vertigo-inducing fun you've ever seen! Have you found it yet?

The various levels all contain a certain charm, as the myriad screenshots dotted around these partcularly nice pages would tend to show.

WEIRD, VERY JAPANESE AND THE BEST FUN EVER!!

After an exhaustive play session, **MAXIMUM** came away really rather excited by this release. This may be over too quickly, but this has to be the finest 32-bit platform game ever seen and played (outside Nintendo of Japan, that is). Import buyers also receive an extra surprise as well; not only have you 32 levels of jumping action to over-





come (complete with fantastic rendered cut-scenes and over 40 different enemy monsters to face), but you also get the English version of the first Jumping Flash game as an extra bonus, making it a must-buy for those without the initial offering. But just what makes this game so innovative and downright fun? Well funny you should mention that; strap yourself into your Robbit and take to the heavens for an investigation of all the levels that the evil Suzuki has imprisoned in the finest space glass! It's Jumping time!

The most appealing feature of the Jumping Flash series has to be it's weird and cute characters and the amusing landmarks dotted around the landscape, that has won itself fans the world over. Mutant hamburgers and 'mad eye' wasps are just a small taste of what to expect in later levels.

The second level takes place in the fabled air village of Flambor! Gun down parachuting Kiwis and watch as they drop....from great heights!

WORLD ONE - HAWAII HAWAII

Flash descends into bright sunlight, followed by a leaping stroll through a variety of skyscrapers, swimming pools and mountain cable car rides. Watch for the brilliant swimming pool and other great water effects, as you wander through this introductory level. Have you spotted the statue of Baron Aloha? Start your collective of Muu Muu captives immediately, as time is running out, and then leave as quickly as you can.

After this, why not try the second world, where all manner of towns, air ships and even a sky

1. Think Jaws is bad? Think again as this baby fires rockets out of it's back, darts forward for a quick chomp, and moves like lightning.
2. But it does act as a good mode of transport...
(Below) As in the first Jumping Flash, one of the best tactics to employ when taking out an enemy character is to jump on top of their heads and fire down.

crazy golf course have to be negotiated before the exit can be jumped onto, but not before admiring the extra texture-mapped polygon scenery and much more expansive levels, leading to even more vertigo-inducing fearless leaps of doom!

Finally, the first stage boss is encountered; a cunning and snarling air shark with a horrid grimace and a back plate full of homing rockets. The second time he is encountered, he tries to charge at you with teeth a-chomping, and as usual, the easiest way to execute him is by jumping on top of the shark and firing your entire ordinance into him, but watch for the sheer drop.

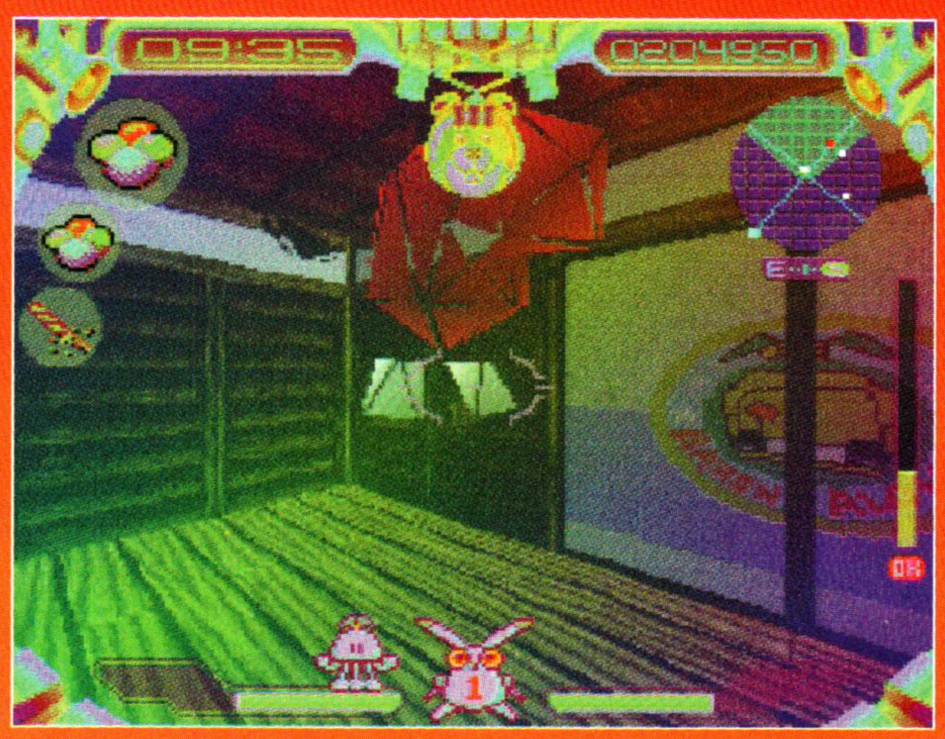
Throughout the game Robbit comes across some excellent fantasy worlds, with some very strange activities going on... Jumping Flash maybe one of the easiest games ever created, but when it comes to originality it scores top points; where else could you expect to see airbourne whales and parachuting kiwis?!

WORLD TWO - CITY OF THE OLD TIMES

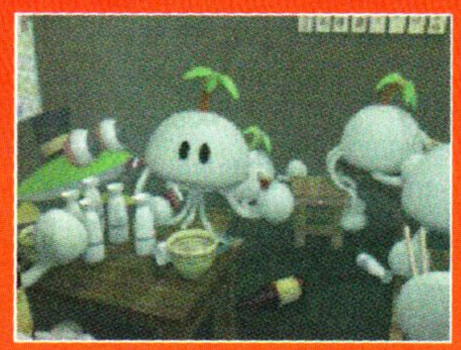
Welcome to the Ancient Samurai City! The once-proud and peaceful Muu Muu setting has been pillaged by the antics of the conical-headed monstrosity, and only vast chunks of the once mystical land remain to be investigated, but hurry before the various sections float away from their glass bottle constraints. Robbit can reach phenomenal levels of height in the first stage, where a snowstorm is raging and Japanese temples must be negotiated in the never-ending quest for stranded Muu-Muus. Watch for the samurai kites and the ice rink located in the central arena and the giant Mon at the start of the proceedings. There's even a large bell that receives a ringing from a large floating log. The action is intense, slippery and even more fun in the second level, which is a doom-style affair, with Robbit infiltrating a robot Samurai's house, complete with

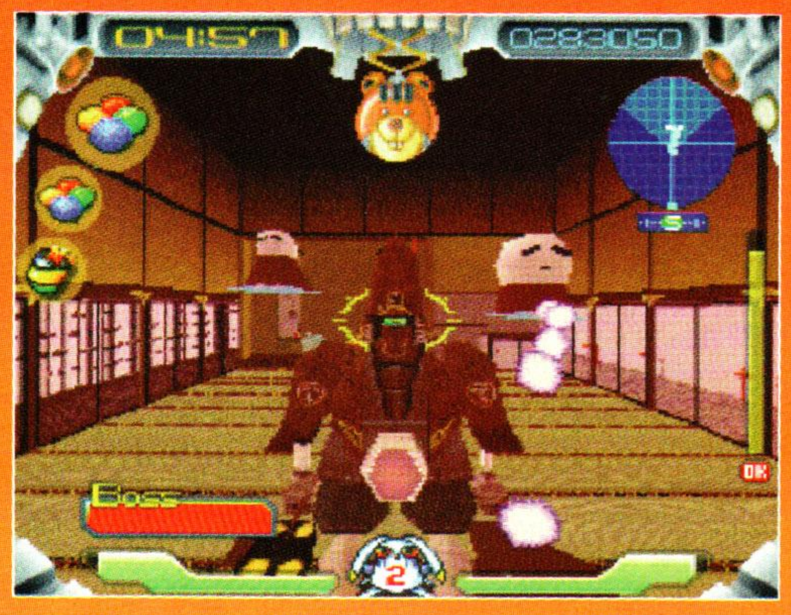
Giant Mons, falling snow and kites appear in Samurai land!

After this, take a wander through a robotic Samurai's fortress!



strange enemies and long corridors to trudge down. The highlight of this level is the well, where the Robbit dons snorkel and dives into an underwater world of deep blue passages and whirlpools. Truly first rate graphics, Exact! To finish, Robbit encounters the chilling might of the robotic Samurai (red the first time round and a strange tan colour the second time) that sends out a variety of electrical killing ordinance to thwart you. As usual, jump onto the warrior's head and blast away with your collection of power-ups, and he shall fall.





That's an omin ous looking tower (right). Time to engage your custom made Nike shock absorbent turbo trainers and leap to new heights. It's raining in this stage. So don't forget your cyber umbrellas. Or something.

WORLD THREE - BABEL'S ANKLE FOOT

As you might expect from the title, the first level of this world features the largest 3D polygon tower ever seen, stretching far into the sky, and so far up that you cannot see the ground from the summit! Mine carts with Aloha's gurning visage haunt the mine ways of this overcast world (complete with fantastic rain effects), and watch for the many stone gentlemen who twist and twitch towards you before being destroyed (as again, all the monsters in this title are far too easy to kill). Do not doubt the level of detail in this game - as there's

What a strange world for a robot rabbit to descend into!

The largest polygon tower ever seen must be hopped over!

even a set of old houses scattered at the bottom of the tower, and one even has a washing line with one of the Baron's hawaiian shirts flapping in the breeze! Watch out also for the great vertigo-inducing crane action where your faithful bunny must bounce quickly over a hovering pulley and into space for a stray Muu Muu! After this rain-soaked adventure, Robbit heads off to an Indian temple complete with laid-back sitar-tastic music and some really freaky effects like a floating tunnel and a rainbow to climb! Watch for the initial water slide and the many great jumps and you'll have no problem soaking up the rays in this exotic locale. Finally, face the disastrous plant monster, complete with gnashing head and flowerpot base that regenerates energy when you finally think you've trounced him. As usual, jump up and fire from above... simple really!

No time to relax in the exotic far east!

There's a rainbow! And a rabbit-eating plant to kill!

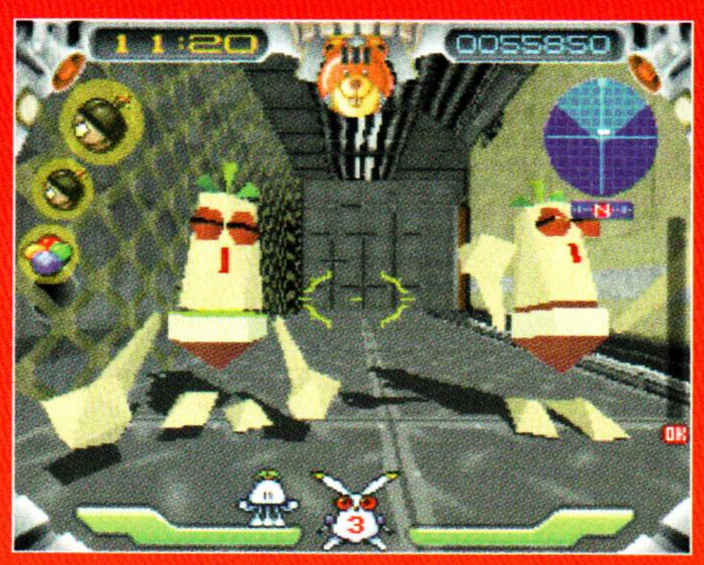
Its Easter Island '95 all over again, I remember it well. Gary buried up to his neck in sand, frightening all the tourists. Richard brushing up on his cliff diving. Mike falling arse over tit down a hill after getting piss drunk in the morning. Of course Nick and Dave weren't there. They'd buggered off to join other mags.

Feed me Seymouir! This sequence of pictures to the left shows the potted plant boss you face at the end of episode two. Sort of a cross between a triffid and a tulip. As per usual you've got to bounce on his head and pump him with laser fire to destroy him.

Arrrghh! The fear! The fear! Making huge leaps into open spaces and hoping you land on something solid is all part of the game. Of course, it doesn't always work that way.. And just to make matters worse, you can see the huge distances down from between your feet. Feel the fear!

WORLD FOUR - ALOHA'S WORLD

The most murky and smog-filled of all the levels is the first of Aloha's worlds (and cloaked in darkness the second time you visit it), this first section involves slippery pipes, huge floating airboats and even sky-high oil rigs that belch fire upwards into the gloom. The green pipes are easiest to climb, and there are also Aloha's sheds to investigate (indeed, any door with the Baron's head emblazoned on it can be shot at to reveal goodies). This is the first level to really tax you regarding difficulty, as Muu Muus are placed in some really disgracefully hard to reach places (such as floating above a giant fan and marooned on a floating rig), but there is much to investigate; such as the oil funnel (time for more submerging activities to begin) and the most entertaining conveyor belt on one of the oil rigs which propels you skyward at a vast speed! Second level, and more Doom style exploration is the order of the day, with a vast industrial complex being stomped through, resplendent with juddering lifts, beautifully fiery pits of molten lava, another cool underwater section (watch for those piranhas!) and more air ducts to explore than in your average Steven Segal movie! Just before the stage is completed, you'll notice the huge robo-Muu Muu head... be warned, you'll encounter that sooner than you think! Final boss time, and a huge robotic spider jumps into view, leading to exactly the same tactics despite thrashing web threads and baby spiders being launched. Then the time is right for the penultimate world...



Collect yet more Muu Muus from floating industrial zone!
Then wander around the Baron's headquarters! Watch for the inner core!

More boss action as Robbit battles the fearsome Spider Boss., The second time around, the stage has a conveyor belt on the ground that makes fighting him all the more difficult.

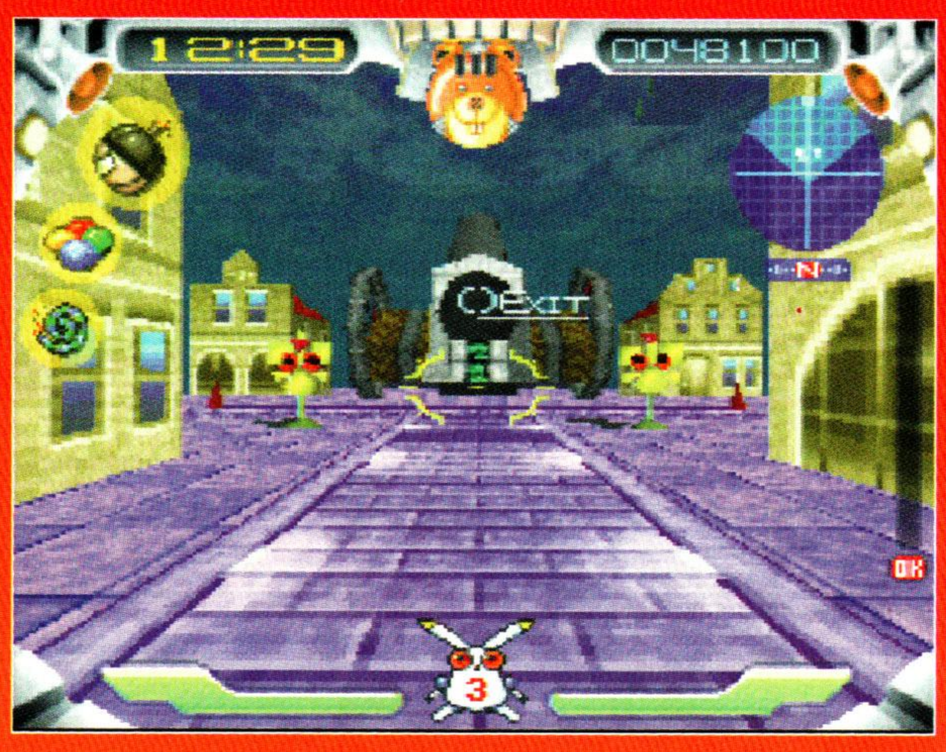
The fairground level has to be the best zone ever!

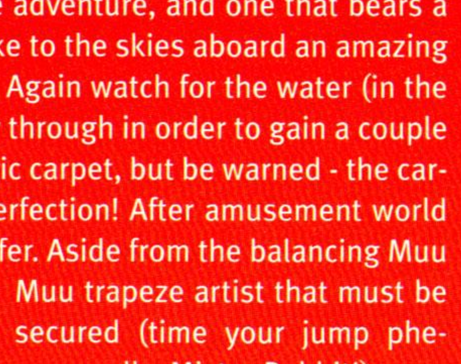
Ride a rocking rollercoaster and ride a magic carpet!

WORLD FIVE - AMUSEMENT AND CIRCUS LAND

Into an amusement park for the fifth awesome level of this superlative adventure, and one that bears a striking similarity to the third world of the first Jumping Flash game. Take to the skies aboard an amazing rollercoaster, but this time you have much more of a breathtaking ride. Again watch for the water (in the middle of the playing area), and try jumping off the roller rides mid way through in order to gain a couple of wayward Muu Muus. Look for the high-flying Muu Muu aboard a magic carpet, but be warned - the carpet moves through the air slowly, so time your descent onto it with perfection! After amusement world comes the circus park which is arguably the finest of all the levels on offer. Aside from the balancing Muu Muu trapeze artist that must be secured (time your jump phenomenally, Mister Robbit!), your main fun comes from leaping onto cannons and being propelled through the air at unbelievable speeds!! Watch for the rings of fire, and keep a cool head because the vertigo doesn't end there. The most difficult Muu Muu to find is one atop a floating tower with playing cards that spin around it, and this requires truly superb timing to avoid a pummetting death. Lastly, the two clown brothers make another appearance (one of them already caused trouble in the first Flash), and prove to be an absolute push over (as usual). Those players not dispatching them on the very first occasion they encounter them should take up knitting instead, as these two clown warriors deflate after only rudimentary pummelling. Then the silver rabbit links the rescued islands together and sets off to confront the terrible Captain Suzuki once and for all!

It's Mr. Freeze, the friendly penguin (above). Except he's not friendly. And doesn't look much like a penguin. Well, not like any penguin I know. Certainly not like the bird on the side of packets of Penguin chocolate biscuits. Or Pingu for that matter.





Propel yourself sky-high with the cannons in Circus world!

Then face twin clowns in a frenzy of bright sparks!

The two clown brothers start the ball rolling at an early stage (picture 1), but unlike their scary cousin in JF1, no teacups or spiny arms are available. As is the norm for this game, simply triple jump onto their heads (pictures 2 and 3) and dish out the damage from above. Kabbooom!!

EXTENDED PLAY

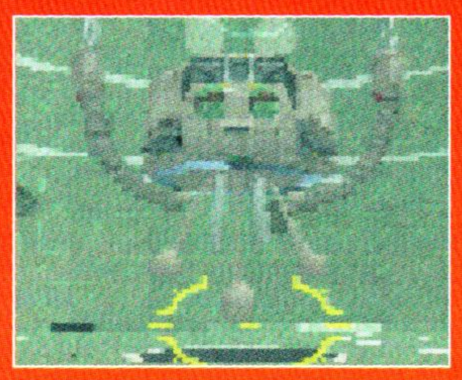
Rather unsurprisingly, the last stage is the toughest. Suzuki zone is a non-stop battle of head stomping and laser blasting. This really is an excellent game. If only it was a bit bigger eh? Still, there's always Pumping Slash 3 to look forward too.

The universal terror of Captain Suzuki is almost here! But first, kill the giant robotic Muu Muu!

WORLD SIX - ZONE OF SUZUKI

The last world is something of an anticlimax, as usual in these games, but the first floating level is most entertaining. Robbit has encountered Suzuki's personal house, and must jump around various pieces of crockery, switching neon lights on a off (just for effect, you understand), and even stepping into a space shower for a spot of cleaning. Watch also for the jumping platforms and time every jump very carefully; you'll be scaling unimaginable heights in this level and it certainly isn't for the faint hearted! After this, a giant robotic Muu Muu hoves into view (the head of which was spotted earlier in the game) and must be tackled in the appropriate manner (jump on the head and fire everything you have at it). The Muu Muu soon yields, and then

Have you the power to defeat this awesome Space Ruler?!



the action moves to a psychedelic arena where Suzuki himself is preparing to dispatch your robotic bunny ass from this world forever (the Baron making a fleeting appearance the second time around). Destroying this monstrous space entity is much more difficult (but never impossible), but we'll leave it to you to find out exactly how. And then... the battle is truly over, and the Muu Muus can be left in peace to mushroom out of control once again... all thanks to Robbit!

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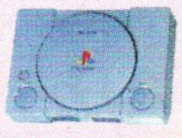

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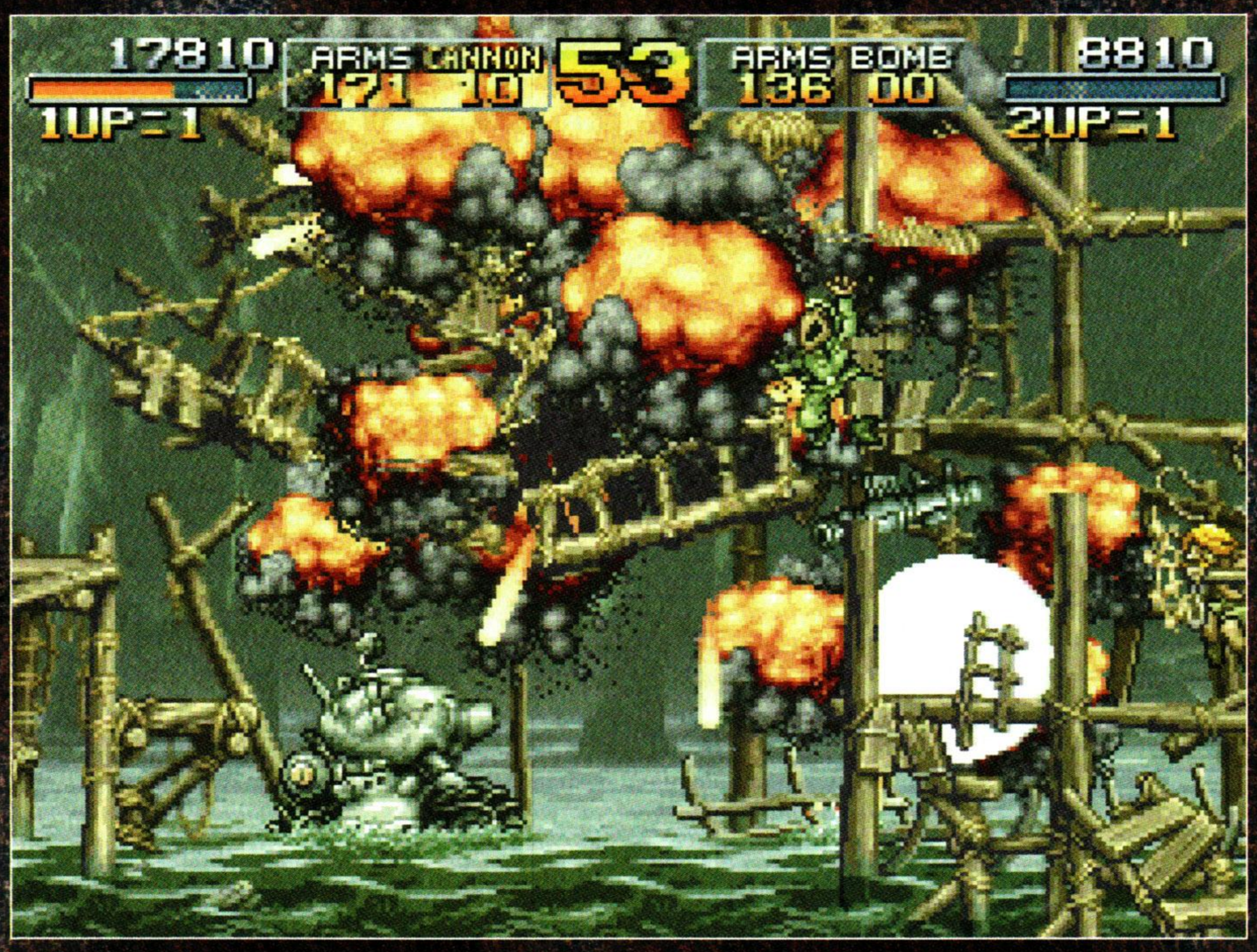
NG	FULL METAL JACKET! **METAL SLUG**
SNK	OUT ON NEO GEO CD, NEO GEO, ARCADE IN **UK**

Can you handle the power of the METAL SLUG? Or will you be sent home in a body bag?



CHANGE, CHANGE, CHANGE!

The Neo Geo has more than its fair share of 2D fighting games and the next generation console companies can't wait to secure SNK's top titles. Such is the case with King of Fighters '95, with the title making an appearance on both the Saturn and the PlayStation. However, some factions of the Neo Geo fraternity are yearning for a little change and Metal Slug could be just the ticket....

In Metal Slug, you can't be 'someone', or fight an opponent and there's not one mention of the King of Fighters tournament anywhere in sight- what's going on? Nazga are newcomers to the SNK scene and they have provided a relatively original product - original in that Metal Slug is a horizontally scrolling shooting game of epic proportions.

M BISON, MOVE OVER! I SHALL SHOW YOU TRUE POWER!!

If you thought M Bison was a crazy megalomaniac, Commander Devilreverse Moden makes the Shadowloo supremo look like a contestant in a Southern Belle beauty pagent. Commander Moden's plan for world domination is far more straightforward than the Street Fighter boss's ideas and has gone straight for the nations' jugulars by staging simultaneous coup d'etats in all major continents. Three guesses whose job it is to gun him down like a stinking pig... You guessed it, it's you.

MOVE OVER GUILE AND CHARLIE, HERE COMES MIKE AND NICK!!

As the player, you take control of one of the crack commandos (or both simultaneously if in 2P mode) and it's your job to destroy the forces of Commander Moden. At the start of the game, Nick and Mike are kitted out with a Berreta with unlimited bullets and a cache of grenades, although of course different weapons are available as you progress through the game.

The two heroes are also very agile and can jump to great heights and distance. A great deal of versatility is evident in the control method - you can jump to various heights and dodge around in mid-air, essential for avoiding enemy firepower.

Will you roast the enemies medium rare? Or will YOUR posterior get "well done"?!

1 Toast your enemies like poptarts with the flame thrower of Puuto!!

2 Gore, gore, and more gore!! Except it's white and oozes out like a burst water-bomb!!

3 Destroy, maim, and kill all who stand in the way with the all powerful shot-gun!!

4 Rescue Shaggy and all the members of his entire family for some power up action and bonus frolics!!

RESCUE SHAGGY AND HIS FAMILY FOR A MASSIVE BONUS!

After been made to watch endless episodes of Scooby Doo during his childhood, the leader of the coup has captured Shaggy and his family (at least that's what they look like) and are holding them as hostages. As it has been a long time since they have been allowed to shave, their hair and beards have grown to Sasquatch-like proportions and as for their clothes... well, even Pamela Anderson has been seen wearing a greater amount of garments. But what do you get for risking your life in setting them free? Points of course as well as other, more useful items...

PLAY YOUR CARDS RIGHT, AND GET THE BRUCIE BONUS!

For every prisoner freed, a little man appears at the the bottom of the screen representing each member of the Shaggy family that you have rescued. Bonus points are awarded in proportion to the number of prisoners rescued at the end of the stage. However,if you lose a life during the game, the number of POWs becomes zero again and the quest for prisoners continues yet again.

I KILL YOU, YOU STINKING PIG!!!

Face it, you're not even going to get pas the enemy's cook with just your basic Berreta and grenades that the army has equipped you with. So, to take out the forces of Commander Devilreverse Moden, you're going to need some heavy artillery to help you on your way. And that's what this list is about - weapons of pure destruction! Raasshhaa! All the heavy artillery, with the exception of the Metal Slug, can be obtained once a prisoner has been rescued.

1. HEAVY MACHINE GUN

The most common weapon of the bunch but not at all useless. This weapon is very versatile as it can be fired in any direction, and can be used in almost all situations without too much worry. Its only fault is the lack of power compared to the other heavy artillery.

2. ROCKETS

Having aiming problems? Not any more, as these rockets automatically home in on the opposition. This is a very powerful weapon and a grade just above the machine gun. The only problem that the weapon suffers from is the fact that it can't cover the whole 360 degrees that the Heavy Machine Gun can, meaning that dispatching snipers can become a bit tricky.

Achieve Master of destruction status with the ultimate weapon, the Metal Slug!
Punish commander Devilsreverse with some metal based action!

3. FLAME THROWER

Want some real destruction? The flame thrower is power made flesh and dispatches foes in a blaze of napalm death. A great weapon, but hard to attain and hard to direct.

4. SHOT GUN

"Come get some!" is what our resident Tekken master, Gary, repeatedly said as he used this weapon to it's full effect (at least that's the only printable thing he said). As you can guess, the weapon is very, very powerful and delivers death to anything that stands it's range. Second in power to the Metal Slug.

Chief's Message: "Okay people, I'm back and fresh from my Racoon Valley exploits! Metal Slug, ya say? Yep, like it, love it, and I've even tested the combat zone! Okay troopers, descend from the skies and load up with flame rounds; we got goshdarned enemy chaps to toast! Yeeharr, burn in hell enemy scum. Burn 'em all ya hear? All of 'em!! Kill 'em all! Kill! Kill! Kill! Kill! KEEEEEEEELLL!!!"

5. EXTRA GRENADES

As the name suggests, this increases your cache of grenades by ten. Grenades are essential in destroying an end-of-level boss, so don't let these little gems get away.

6. GAS

When your Metal Slug is hit, the tank's energy bar is decreased by a third. To replenish your tank's energy to its full extent, collect the gas tanks dotted across the stages.

Cut your way through the enemy forces with the weapons of Casa de Hambleton!
Kill! Maim! Destroy! All in a comedic manner!

BIO ARMOUR BOOSTER METAL SLUG? ER, RIGHT

Though the game's name sounds like code name of a zoanoid in the Guyver, it's actually the name of your super fat tank. Super vehicle Metal Slug oo1is a secret super tank that is so advanced in technology that it is capable of cutting through the most tightest of defences singlehandedly... with ease. A directable vulcan shot is available along with the usual nose-mounted cannon in which to destroy the enemy army, plus a jump facility. Yes, a jump facility. A jumping tank is a little unrealistic, if not outrageous but that's what the game is about.

MISSION 1: JUNGLE

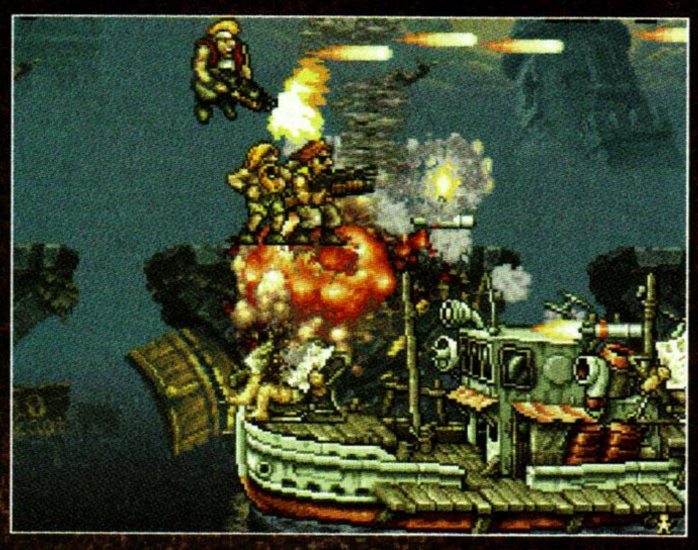
As the name of the mission suggests, the first stage is set in a very dense jungle. The enemy has set up their first line of defence here and has become very complacent as resistance has been at a minimum. The attention paid to detail and graphical excellence is great. For example, some of the enemy soldiers are even sleeping in deck chairs outside their tree house barracks to give the stage a very relaxed atmosphere. Even the little effects as such as wood splintering when the tree houses are been destroyed are great. This is the place to become accustomed to your commando's abilities as enemy retaliation is very low. Learn how each weapon works and then take storm through the stage, destroying EVERYTHING in sight, including the tree houses by using the grenades!! That is until you meet the mission 1 boss...

BOSS: TETSUYUKI (Iron Snow)

Tetsuyuki is a non moving fortress based at a waterfall. This boss shouldn't really pose any problems with only two forms of attack to speak of which are a forward firing cannon and some grenades here and there. Both are easy to avoid so concentrate on just hitting the boss.

Chief's Message: "I got a gun and some rather tasty smart bombs! You want some, melon farmers? Huh? Got the balls to take on Ol' Hambleton? Huh? Huh? HUH?! Yeah I'll go one-on-one with ya! Fists, knifes, rocket launchers - you name the weapon and I'll roast ya with it! I'll have ya and ya mates. Then I'll go after ya mother and [censored] her like a dog!"

Indulge yourself with a full-on Contra-style blast fest!
Metal Slug harkens back to the days when games were games!



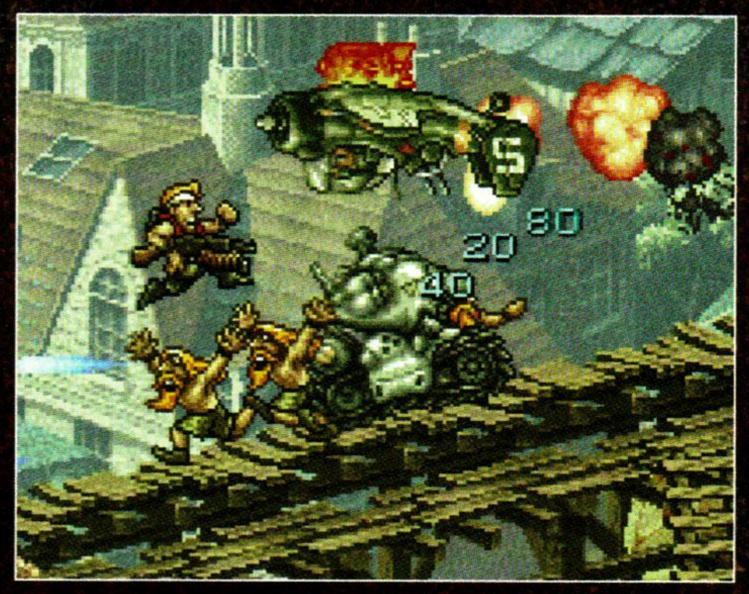
MISSION 2: URBAN WARFARE

After the destruction of Testuyuki, the Nick and Mike are dropped into a rail station ravaged by war. The little comical details start making there mark here as the player is greeted by the sight of enemy soldiers roasting a POW on a fire while he descends down from the sky. Sounds disgusting but believe us, it's hilarious.

Electric wire has been placed in certain parts so pay attention. Once the enemy soldiers at the station have been overcome, make your way towards the little shanty village at the outskirts of the city where you have access to the Metal Slug. As soon as you climb in to the tank, squadrons of enemy aces attack in a circling motion. Stay in middle of the screen and avoid the slow moving torpedoes that the planes will drop. A little further on, things quiets down until a massive artillery carriage makes its presence known from as it blasts its way from underneath a two storey building.

BOSS: FLYING BOAT

The boss is in fact a flying boat/plane on top of a moving carriage. Utilising torpedoes, grenades and missiles, a lot of skillful dodging comes into play. Beware of the big, fat heat seeking missile that is fires from the underside of the main body. Just keep on shooting until it dies!!



Chief's Message: "And then after I've [censored] your mother, I'll start on some farmyard animals! I'll make those pigs squeal, oh yes!! What's that? You want information on Metal Slug? Well, okay then, as long as you promise me some fresh offal to suck! Here's the advice; shoot every living critter on all of the levels and destroy everything too!"

Chief's Message: "Tanks eh? I just lurve tanks. Got one in me back garden. She's called Rosy on account of my Grandpappy, and comes in handy when I'm a visitin' shady neighbourhoods after dusk! Flame on, people. Flame on!"

MISSION 3: SNOW MOUNTAIN

The graphical excellence continues as our pair make their way up the snow covered mountain. Dotted around the landscape are enemy troopers who are waiting to gun down who ever comes into their sights, while the two commandoes jump from ledge to ledge in a bid to reach the top. Mid way up the mountain, a big wall/ boiler/ fortress awaits. Pass this and climb higher until you reach the mission 3 boss, SDV-001.

BOSS: SDV-001

Attacking from below a cliff, the SDV-001 has one of the greatest artillery in the game!! It's attack comprises of mines that makes the land at the extreme left and right dangerous to step, but luckily these can be shot out of the way. The vulcan is rarely used but when it does fire off, it produces power!! But this end of the level boss use these to get the unwary player into the corner and blasts them away like a stinking pig with a massive Death Star like laser attack!! The first real testing boss of the game so watch out.

Check here for the full stage breakdown for the Metal Slug blasting marathon!
Oi! SNK! How about some Sony and Sega conversion action?!

MISSION 4:URBAN WARFARE 2

As the name suggests the commandoes have to shoot their way through the enemy territory deep into a residential area. Actually the majority of the stage's start is set inside the town's bar! Be careful as not to destroy the bar's walls until you're sitting comfortably inside the Metal Slug, situated to the right of the wall, otherwise you can't get the tank. After the town has been secured, go into the countryside where tanks will attack from the top of the ledge and on the ground level. Enemy soldiers are also hiding behind sand bags and should be dealt with a grenade or two.

Chief's Message: "Big explosions! Now that's what I like ta see! Kaboom! Reminds me of the time Ol' Man Kelsall's dynamite factory exploded! Whee doggie they were mopping up fleshy pieces for weeks. And no one traced the petrol canister to me! A har hah aheh huh! Blow things ta tarnation, and then blow em up some more!"

BOSS: TANK ATTACK

If each level had a theme, this level would be tanks, tanks, and more tanks! The boss of this level is in fact two bosses rather than the usual one. The surroundings are split into two levels and the two tanks appear at the top and the bottom of the screen. For maximum success rate, destroy one of the tanks first, then attack the other from above or the bottom where you'll be safe.

There are more stages to go but we won't reveal them but rest assured, they are more incredible than the first four levels, with surprises and gags popping up left, right and centre.

So what can be said of this latest offering for the well under-rated Neo Geo? In this day and age of 3D polygon domination, Nazga proves good planning and programming can produce games that can compete with what the latest technology has to offer on a machine that is essentially, seven year old technology. Most people will dismiss 2D shooting games straight away and that isn't without some reason. Look at the recent 2D shooters on the PlayStation and the Saturn like Gunbird and Layer Section. But play Metal Slug, and you will realise what sells a good 2D shooting games - pure playability.

The only gripe is the lastability of the game. The lack of levels seems to cut the game's life span short, but that can be said of any Neo Geo game (besides Art of Fighting 1 and2 as they are just rock hard) as they all have unlimited continues. KoF, Fatal Fury series, and other top Neo titles can be finished in one sitting but it's how skillfully you finish the game that counts on most SNK games.

NINTENDO 64 • SEGA SATURN • SONY PLAYSTATION • SNK • ARCADE • PC CD-ROM

MAXIMUM

THE LATEST NEWS FROM THE VIDEO GAME WORLD

E3: Nintendo 64 steals the show!

The Electronic Entertainment Expo finally came to pass on May 16 - billed as the uone of the most important videogaming events of the decade. Of course, MAXIMUM was there to witness this new age of gaming heralded by the latest generation of technology. We came away impressed in many ways and disappointed in others.

Of course, the big news at E3 was Nintendo 64. The system, which was due to ship just six weeks after the event, was eagerly anticipated by the entire industry and everyone had to jostle for positions just to get to near to the systems (unless like us you had Exhibitor badges which let you in early!).

Nintendo's stand was supremely impressive. The size of the "booth" was stunning enough, but NOA pulled out all of the stops with a frankly enormous three-screen video-wall AND accompanying laser show. Adding to the Nintendo atmosphere was a couple of Mario and Wario "puppets" who conversed throughout the entire three-day event, although perhaps their patter was wearing a bit thin on the third day (when the two "jokers" were reduced to blowing raspberries at each). Also adding to the spectacle was a Star Wars Stormtrooper (who had a habit of standing still for a while and then leaping out when you least expected it).

Thankfully, behind the glitz, Nintendo finally made good on pre-exhibition promises. Expecting another two-playable-games debacle, we were pleasantly surprised to see that Nintendo had a whole array of different games on offer. Of course, foremost amongst the bunch was Super Mario 64 - the latest chapter in the world's finest series of videogames. Only a drooling simpleton could truly believe that this wasn't a ground-breaking piece of software, and **MAXIMUM** spent hours at a time on the machine, until Nintendo

MUCH MARIO MALARKEY
Super Mario 64 ws undoubtedly the game of the event (left) whilst the AOU Virtua Fighter 3 demo really drew in some pretty enormous crowds throughout the event.

IT'S EXTREME!
Sega had Nights and Sonic Xtreme (above) to compete with Nintendo. The SGL library based antics of Xtreme looked most impressive with some excellent 3D.

representatives started to get a bit shirty on the third day.

The other Nintendo 64 highlight had to be the complete Japanese version of PilotWings 64, the other Miyamoto lead project. Again, it was clear to see from this particular game that Nintendo 64 is a videogames system quite like any other... at least in terms of 3D applications where it absolutely wipes the floor with Saturn and PlayStation... well, when it is programmed properly any way. Again, developer chat made up a great deal of the E3 rumour-mongering and this time it turns out that the new system is incredibly tough to get to grips with. Comparisons with initial difficulties with Sega Saturn were drawn and it was perhaps telling that a great deal of third party companies seemed unwilling to reveal their N64 produce.

Getting back to Nintendo, after the delights of PilotWings and Mazzer, it was difficult to find anything else that really excited us. Other Miyamoto delights including StarFox 64 and the most eagerly awaited Mario Kart R were shown in a video-only form (again) and Williams' most impressive project, Doom 64, remainded under wraps (bar a two second appearance on the video wall). Doom's lack of presence was most unexpected - what was shown looked superb - but apparently Williams thought it was so revolutionary it shouldn't be shown at this time. What could possibly be so revolutionary about a new version of Doom wasn't made clear, but the screenshots sure looked impressive...

A FULL-ON SHOW FROM NINTENDO WITH ONE OF THE GREATEST STANDS EVER SEEN! THE MARIO 64 EXHIBIT ATTRACTED THOUSANDS OF EAGER GAMERS ANXIOUS TO TO SEE THE NEW MIYAMOTO CLASSIC!

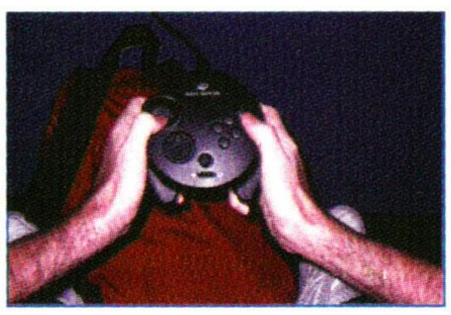
Rare's impact at the E3 was typically under-stated. Best of their efforts had to be Blast Corps (renamed from Blast Dozer), which featured some utterly sensational graphics and super-satisfying destruction. Killer Instinct on the other hand fulfilled our worst fears - although very close indeed to the original coin-op (probably better in fact), the same dull combat action remained in evidence. The graphics did look nice, but compared to the latest Capcom offerings on PlayStation and Saturn, it's clear that Rare are missing a thing or two in the gameplay department. Again, what we were really looking forward to was shown in a video-only format. GoldenEye 007 displayed some utterly astounding rendered visuals which truly looked of workstation quality. If only we could have played it...

An intriguing centre of controversy was LucasArts' Shadows of the Empire. The sections of the game involving the asteroid field and the snowspeeders looked most impressive, but contol via the 3D stick was shaky at best. The Doom-style 3D sections sometimes looked great, but other times were seemingly devoid of detail (and more importantly, action). Again, the jury's out on that one.

Williams came in with three products for display purposes - none of them really catching the eye. Cruisin' USA was smoother than the coin-op, but in terms of gameplay mechanics and imaginative visuals, it's clear that Namco and Sega's AM teams remain lightyears ahead. Mortal Kombat 64 combined all of the characters from all three games, but otherwise showed no improvement over previous versions. Their original product, Wayne Gretzsky's Hockey was a smooth-as-silk 3D hockey game, which would look great on Saturn or PlayStation, but seemed to lack power on a system as well equipped as Nintendo 64. Again, where was Doom 64? The two-second glimpse on the showreel was more exciting than the other three products combined! More grumbles surfaced on the show floor regarding the so-called revolutionary N64 controller. Clearly innovative in design, the system lacked the intuitive nature that Nintendo sought. Much of the frustration-level in Mario 64 is clearly the fault of the controller, which does do the job - but only after a lot of practise. Watching a novice attempt to bottom-bounce a foe in this brave new 3D world shows that Mario's previous level of uncanny intuitiveness in the controls is lacking and this did put a great many delegates off the game.

Despite the majority of the software lacking punch and the video wall produce often looking more exciting than the main exhibit, Nintendo were thanking the lord for Miyamoto. Due to the charms of Super Mario 64 and PilotWings 64, NOA could quite rightly boast about how superior their system was... especially as the 3DO M2 system didn't even make an appearance.

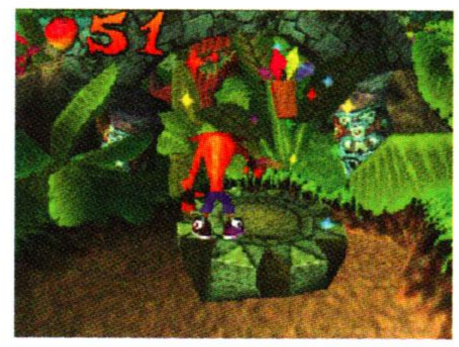
NEW SATURN PAD
The analogue device for Sega's Nights (game pictured right).



Sony's video games onslaught continues!

SONY SLOWS UP

Since the September 1994 release of the PlayStation in Europe and the US, there can be no doubt that Sony have made a triumphant entry into the videogames market, quickly becoming market leader thanks to the range of quality third party products (in fact, in Europe last financial year, 40% of all games bought came from Psygnosis...). Sony aimed to boost their profile still further by revealing what could become some kind of mascot character, Crash Bandicoot. The software was clearly impressive from a visual perspective, but the game showed no surprised from a gameplay perspective. Still, a more in-depth look at the game can be found directly after this report.



Apart from Crash, Sony had very little worth commenting on.

CRASH BANDICOOT LEADS THE NEW WAVE OF SONY SOFTWARE! BUT IS IT ENOUGH TO STOP THE POWER OF NINTENDO 64?

This isn't down to the lack of games available - more the lack of truly outstanding AAA produce. SquareSoft's Tobal #1 did stand out. Apparently Namco and Sega AM2 personnel were poached to produce this game and it shows, as Tobal is an uneasy mixture of Virtua Fighter (the first game) and Tekken (60 frames per second action). Clearly more investigation is required, but from first impressions, although the game stood out at the Sony booth, it seemed to lack the bite of the Namco and Sega meisterwerks.

SNK's PlayStation wares finally made a public appearance in the form of Samurai Shodown 3 and King of Fighters '95. Those after close conversions are in luck - despite some animation missing on both products, the gameplay is retained completely. The bad news is in the loading. Unlike the Saturn games, there is no plug-in cartridge for these products, meaning that you are subjected to excruciating loading times - which is particularly bad in the case of KoF. In fact, the loading times aren't that much faster than the Neo Geo CD version's - odd considering that the PlayStation's drive is supposed to be twice as fast...

TOBAL no. 1
Square's first PlayStation work was revealed at the E3. The 3D characters, although lacking polygons compared to Tekken are higher resolution and the speed of the game remains the same at 60 fps.

A deluge of product was apparent with new games including Twisted Metal 2, a vast amount of lookalike sports sims and Robotron X (a 3D version of the original), but the fact of the matter is, the quality of these games just wasn't really up to scratch. If Sony don't sort it out, the PlayStation could become an unwanted haven for lamentable software that no-one wants to buy.

CAPCOM SPECIAL GUEST!
Marvel Super Heroes was promoted by Capcom who brought in Stan Lee, creator of every decent Marvel Comics character to date, to sign a few autographs and generally hang out. Excellent.

What was intriguing was the emergence of a new £800 BLACK PlayStation. This new version of the console connects up to a PC and you're able to produce your own software for the machine thanks to the inclusion of developmental software and the now-legendary Sony libraries. Budding Miyamotos may be disheartened to learn that Black PlayStation distribution is being limited to colleges and suchlike, which is a shame...

Overall, no-one could fail to be unimpressed by the vast size of Sony's presence at the E3, but the tangible lack of quality products was a disappointment and (once again) it was down to the third parties to save the PlayStation from embarrassment.

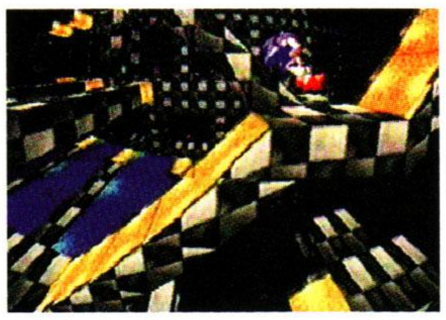
SEGA PUTS ON A BRAVE FACE...

Sega CEO Tom Kalinske appeared visibly shaken when Sony announced the new $199 pricepoint for the Sony PlayStation. Obviously it had been expected though - how else could Sega have rustled up several

hundred "Sega Saturn now $199" stickers by the following day? Price points aside, Sega's stand was fairly impressive, with the Sonic Team's Nights (see page 98) taking centrestage, backed up with produce along the lines of Virtua Cop 2 (see page 113) and Amazing Studios' Heart of Darkness. The latter title will appear on Saturn first - before even the PC version! However, a lot of games that were promised to arrive in time for E3 simply didn't - and it is these titles which will make or break the Saturn's fortunes by Christmas. Fighting Vipers, Daytona Remix, Virtual On and Manx TT SuperBike were all conspicuously absent. It is thought that these Japan-originated projects' debuts are being saved for Japanese events. Indeed, Fighting Vipers is slated to appear first at the Tokyo Toy Show (see page 112).

The AOU Show Virtua Fighter 3 exhibit was flown over from Japan for the E3 and stunned assembled delegates - for most people it was their first look at Sega's brilliant Model-3 technology. Sega officials announced that a conversion for the Saturn (using no extra technology!) is confirmed, scheduled for Christmas 1997 - a year after the coin-op's debut. Some might say there was a desperate attempt to keep the Virtua Fighter theme running - why else would Sega show VF2 when it's been out for over five months? A 60% complete Virtua Fighter Kids did go down surprisingly well (see page 94), despite the game's obvious similarities to VF2.

Two more Saturn projects of note were also revealed: Sonic Xtreme (from the creators of the noted Comix Zone on Megadrive) looked good on video, but the playable demo was severely lacking in action. Nice 3D though. The second game was Virgin's Command and Conquer. Sega have signed a deal making this game a Saturn exclusive until 1997. This game was by far the best-selling PC game in Europe when it was released, and it's a clear winner for Sega. The conversion itself looked as sound as you could possibly hope it to be. Another first rate title that bears plenty of promise actually comes from the UK. Core Design's Tomb Raider appeared in a very early form, but already looks utterly incredible. Take Resident Evil, add a dash of Indiana Jones and incorporate a 3D engine where *everything* included in the background is rendered in realtime and you have one top-looking product. This is coming out on PlayStation and PC too, so everyone can swoon at Tomb Raider come September time.



One of Sega's big ideas was the arrival of an Internet connection, which was demoed to great effect at the E3. Taking the form of 28.8K modem along with keyboard (plus plug-in cart), Sega's package was pretty impressive. Obviously the system lacks the expandability of a PC or Mac when it comes to this kind of application, but in terms of current standards, it's a decent enough match. It's also a hell of a lot cheaper. The Saturn Internet pack will retail for $199 (expect a pound for dollar translation in Europe) and an all-in special comms Saturn will be produced for $400. So, for getting onto the Internet cheaply, Sega appear to have the market effectively sewn up for the time being. Nice one.

THE OVERALL PICTURE?

Overall, Nintendo are pretty much in a class of their own thanks to a couple of killer software titles and the best hardware on the market. Yes, the wait has been worth it - Miyamoto and company have done it again. Sony are clearly the company to beat with their massive installed base, but the deluge of below-par software could give the machine something of a bad name. Clearly they have to sort out the qality of their games for their own machine - again, Sony have been outquaffed by Psygnosis. For Sega, the fightback continues. Clearly, third party support is improving and developers' coding skills for the dual-ROM system are getting better and better. The Saturn is clearly a viable multimedia platform, and the Internet connection looks most impressive.

QUAKE AND DUKE

Quake was on show in a pre-beta form and was deeply impressive. Duke Nukem 3D was also shown in its entirety and GT Interactive announced conversion rights for Saturn and PlayStation versions (which are apparently ace).

MAXIMUM E3 PICKS

Picking out the jewels from the dross is something that MAXIMUM has plenty of experience in - here's our top five products from the E3, along with the reasons why these games are so important to the world of videogames.

1. Super Mario 64
Awesome graphical capabilities combined with the ultimate in depth and playability!

2. Virtua Fighter 3
The pinnacle of arcade development. This IS the future!

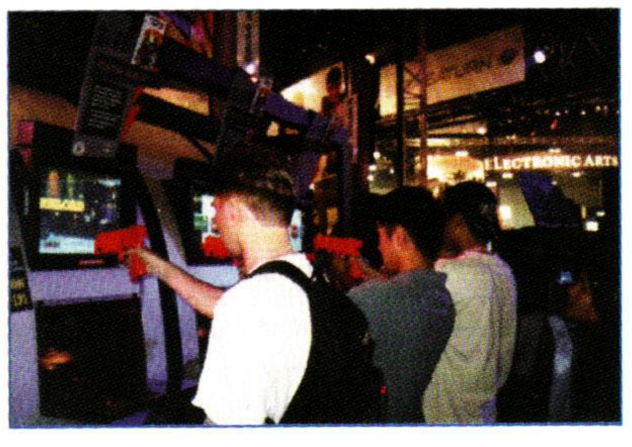
3. Quake
id software's game redefines the limits of PC gaming.

4. PilotWings 64
More Miyamoto magic. A game perhaps too good to be true.

5. Formula One
The premiere PlayStation title of the E3 - F1 destroys all road racing competition!

SONIX XTREME!

Using the SGL graphics library behind AM2's spectacular conversion of Virtua Fighter 2, Sonic Xtreme from the Sega Technical Institute looks impressive.



MAXIMUM NEWS

PS SONY	CAN THIS BEAT MARIO AND NIGHTS? **CRASH BANDICOOT**
	AVAILABLE FOURTH QUARTER 1996

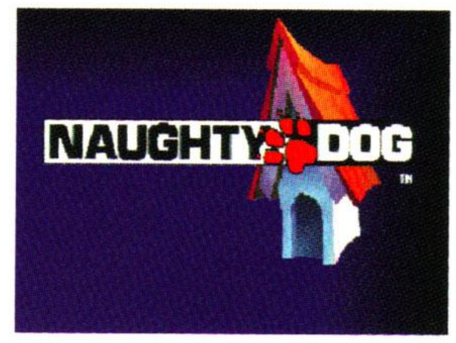
SONY UNLEASH CRASH BANDICOOT

An all-new hero debuts on PlayStation!

In answer to excellent competition from Nintendo and Sega, Sony prepare to reveal their new hero! Richard Leadbetter checks out the first version of Crash Bandicoot - does it match up to its illustrious competition?

Sony's main attraction at the Los Angeles E3 convention took the form of Crash Bandicoot - a videogame designed to take on the all-powerful might of Nintendo Super Mario 64 and the upstart Nights from Sega's crack Sonic Team. Sony are increasingly being viewed as a software company lacking truly devastating "killer apps" - games which are seen to revolutionise the field in the way that Sonic and Mario did for the 16-bit generation. The question is, does Crash Bandicoot cut the mustard? MAXIMUM investigates.

What was clear from the Los Angeles convention was the fact that clearly 3D is the way of the future. Every game that excited the assembled delegates had a 3D angle - check out Quake, Mario 64, Nights and PilotWings 64 - the key games of the E3 all featured incredible 3D of a never-seen-before quality. But not just that, the 3D was instrumental to the concept and quality of the game. So what's the deal exactly with Crash Bandicoot? Does its gameplay and 3D credentials make it as impressive as the previously mentioned titles? Have Sony finally found the game to give their software that much-needed respect? Crash Bandicoot cannot be faulted on a technical level. The developers, Naughty Dog, have had access to the latest rendition of the PlayStation's much-vaunted 3D libraries and have used them to devastating effect. Yes, the PlayStation may have some visually impressive games out there now, but when looking at Crash Bandicoot, you really do have to re-evaluate the power of the PlayStation. It really does confirm that when it comes to 3D, there's just no messing with the PlayStation.



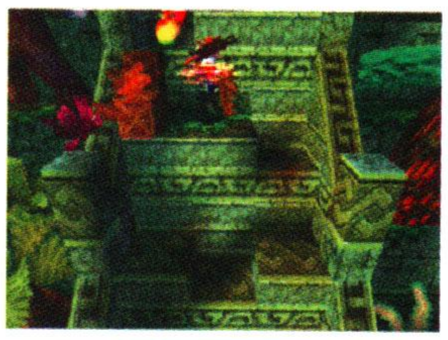
The PlayStation's 3D libraries are tested like never before with this game! Two styles of game - but there's a consistently excellent 3D edge to the proceedings!

WHO IS CRASH BANDICOOT AND WHAT DOES HE WANT?

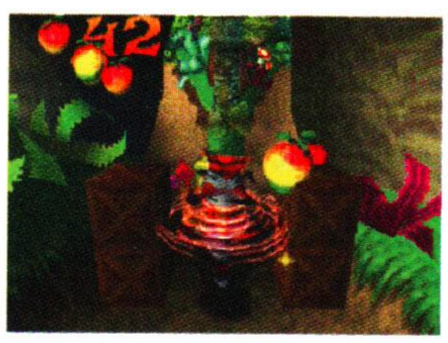
The developers set out to create an icon character in the style of Mario and Sonic, and came up with Crash Bandicoot - yet another stylishly monickered rodent. The choice of species wasn't automatically chosen to begin with. Crash started out with the preposterous moniker of Willy the Wombat (yes, *Willy the Wombat*) before he entered the heady realms of Bandicootdom.

In terms of the character and his abilities, think Taz-Manian Devil without as much hair (in fact the resemblance in terms of look and abilities is quite... uncanny) and after two years on a slim-fast diet.

Being a platform character he's prone to jumping over large holes in a typical platform stylee, but he can also engage his powerful spin attack to rid the environs of enemies. In a tribute to Mario, the same

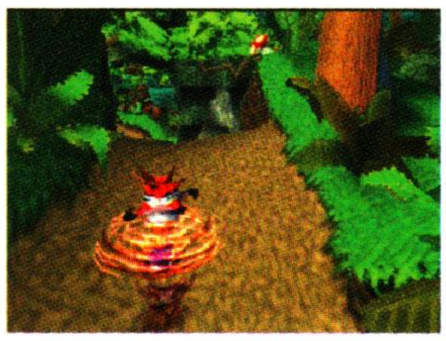


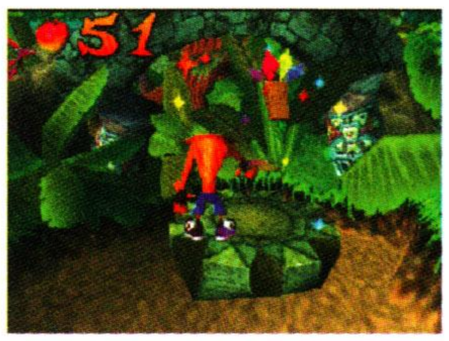
Check out these awesome graphics!



3D FRENZY!
Yes, the graphics look rather good, but what you really need to consider is just how classy Crash Bandicoot looks when it is actually moving. A 30 frames per second update puts this ahead of Sega's Nights and makes for a super-fluid platforming experience...

3D-TV
The level of definition in Crash Bandicoot's 3D sections is nothing short of breathtaking - and it's all fully textured and light-sourced too. The pictures immediately surrounding this box show off the lighting pretty well actually.



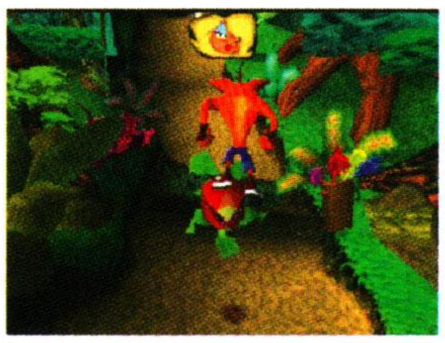


ends are achieved by leaping on top of cranially-undefended meanies.

According to the game's scenario, Crash Bandicoot was created in an experiment gone wrong. The evil Neo Cortez has insane plans on mutating animals into a personal army intent on world domination. When Crash Bandicoot was created, Cortez was disgusted with his work and threw him out. Now, Crash is intent on returning and putting an end to the evil one's plans.

This boils down to traversing three islands' worth of arduous terrain, cunning traps and murderous meanies. It's as simple as that really. So, no surprises in terms of gameplay then. With Crash Bandicoot, it's the execution of the game that matters. As you will discover...

A 3D LEAPATHON!
The 3D "into" and "out of" the screen sections are pretty simple obstacle courses, but they are the most graphically spectacular areas of the game.



EVEN THE SIDE-ON 2D SECTIONS HAVE AN EXCELLENT 3D LOOK ABOUT THEM! HAVE YOU EVER SEEN A PLAYSTATION PLATFORMER LOOK QUITE SO GOOD AS THIS?

WHAT IS IT ALL ABOUT?

Look at the screenshots. Crash Bandicoot just screams "3D!" doesn't it? Indeed. However, it should be noted that the game is as much 2D as it is 3D... at least in terms of concept.

The stages in the game take two different forms. The most visually impressive (here's where those libraries are put to full effect) are the stages wherein Crash Bandicoot runs "into" or "out of" the screen. Freedom is very limited in these stages, but the graphics are quite outstanding. There are also some utterly stunning visual effects to behold. One of the first stages in this style you encounter sees Crash running "out of" the screen pursued by a large rolling boulder Indiana Jones style. Very impressive indeed and just about all of these sections have some kind of jaw-dropping set-piece designed to impress... apart from the first one, where the graphics in themselves are enough to really excite your interest.

Do we really have to stress the point here? Just look at those screenshots for Pete's sake!

THE 2D BITS...

Once the 3D frippery is over with, typically Crash Bandicoot is sent on his way to one of the 2D sections. We call them 2D but in actual fact, a lot of the PlayStation's 3D power is being used to generate scrolling backgrounds that move by in a faultless 3D fashion. For comparison, you could try taking a look at Clockwork Knight 2 on the Saturn, because the overall effect is similar. In terms of gameplay, Crash Bandicoot is very, very conventional at this point (just as the CK games were). However, it just can't be denied that the game looks *great*.

STYLE COUNCIL
Although Crash Bandicoot's graphics are based around a single, distinctive style, there's plenty of variety in the myriad levels that we discovered in our playtest.

3D 2D SECTIONS
Even the 2D side-on sections in Crash Bandicoot use the PlayStation's 3D technology to provide an environment with plenty of depth.

A WORD ABOUT THE DEVELOPERS

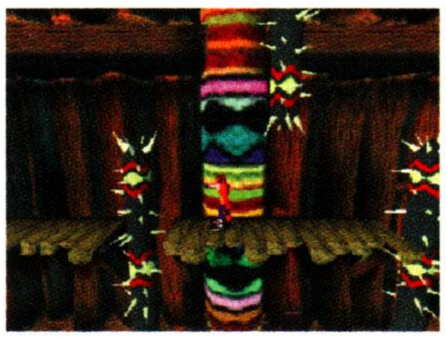
So who's behind Crash Bandicoot then? A top-flight division of Sony of Japan? No? Okay then, how about ex-members of the Mario and Sonic teams defecting to Sony? Er, no. The developers of this particular videogame will come as a surprise to even the most knowledgeable of games fanatics.

Naughty Dog is behind the game. A familiar name you might think (and indeed, everyone in EMAP we asked professed to have heard of them), but can you remember anything they've done? Well, no-one else (bar Ed Lomas on CVG) could either.

Naughty Dog have actually been around for years, having started out life in 1985. Originally, the two founding members (still in High School at that time) specialised in producing educational titles for the handicapped before moving on to videogames on the archaic Apple II system. By the time the guys moved into college, the 16-bit revolution had begun and Naughty Dog moved on to systems like the Amiga and the PC, producing games like EA's near-forgotten Keef the Thief.

As the consoles took over, so Naughty Dog moved on. Their first console project was the woeful Rings of Power on the Megadrive (again distributed by Electronic Arts). With the advent of the 3DO and the near-imminent arrival of the 32-bit revolution, the company moved onto Trip Hawkins' short-lived system. Their first title for that machine was the (again distressing) Way of the Warrior - a combat game with potential but which ultimately failed to deliver the same kind of thrills Capcom achieved with their fighting titles.

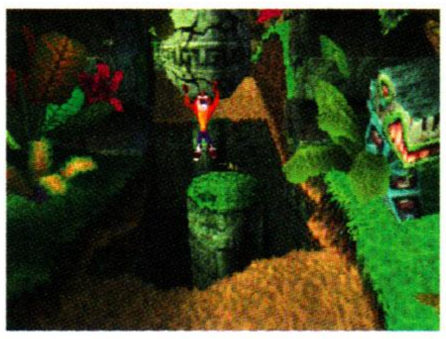
2D PUZZLING
After the graphical glories of the 3D sections, the 2D bits are surprisingly conventional. Despite the awesome graphics, the gameplay is pretty much as you would expect.



THERE ARE THREE DISTINCT ISLANDS TO CONQUER BEFORE MEETING UP WITH CRASH'S NEMESIS!

BUT THERE ARE MANY TRAPS AND MEANIES TO OVERCOME FIRST, YOUNG MAN!

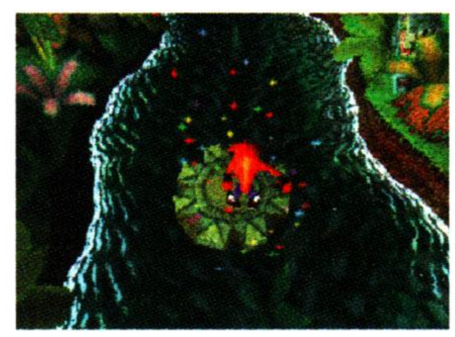
SET-PIECE ACTION!
Crash Bandicoot is a game that packs in an inordinate amount of movie-style set-pieces. The 3D bit with the Indy-style boulder coming after you is a case in point (below).



RUN AWAY!
Typically, the "running out of the screen" bits see Crash Bandicoot legging it away from some unspeakable horror. Pretty marvellous stuff eh?

Crash Bandicoot is the first game to appear from Naughty Dog on the PlayStation, and it's clear that the company have learned a great deal about action games since their last efforts. Crash is clearly a class effort that's far better than any other PlayStation platform game we've seen and is consistent with the company's resolution to, in their words, "develop nothing but the best for the next generation 32-bit systems". Judge for yourself when Crash Bandicoot becomes available in the fourth quarter of this year.

THE MASTERPLAN
In a Mario stylee, Crash Bandicoot's progress through the stages is tracked on a large map that appears between each particular level.



CRASH BANDICOOT VERSUS THE OPPOSITION!

Sony clearly have got a war on their hands, putting Crash Bandicoot up against quality opposition in the form of Super Mario 64 and Nights. **MAXIMUM** has been in the intriguing position of having had a fair amount of access to all three of these killer games. But does Crash Bandicoot compare favourably to these videogaming behemoth? Based on our preliminary observations, check out our views below.

BOSSES TOO
Bosses have been part of platform games for years now and Crash is no exception. Jump on the boss' head (right) and avoid his swinging pole of doom!

THIS IS SONY'S BIG ONE - BUT HOW DOES CRASH COMPARE TO NIGHTS AND MARIO!
INITIAL OBSERVATIONS FOLLOW THIS PARTICULAR HEADLINE...

CRASH VERSUS NIGHTS!

Nights is the BIG title in Sega's arsenal. It will be released in Japan on July 5 and designed to go head-to-head with Super Mario 64. A more in-depth analysis of Nights can be found on page 98, but how does it compare to Sony's effort? In terms of inspiration and indeed concept, Nights is the clear winner. The characters and graphic design are more imaginative and the gameplay itself is (horror of horrors!) pretty original actually. The same goes for the graphics. Also, lest we forget, Nights is a fully 3D game whereas Crash Bandicoot is essentially a mixture of 2D section and 3D stages.

In terms of levels, Nights does lose out to Crash Bandicoot - as it does in smoothness. Crash has a "cleaner" look than Nights, although the latter game is far busier, with a lot more graphical trickery (not just 3D) being in evidence. It would also appear that Crash is smoother in terms of frame rate, but not to any greatly noticeable degree. Which is better? We'll have no firm conclusion until we've played Nights a bit more. However, gameplay is more important than graphics and Nights' sheer originality may take it ahead of the no-surprises Bandicoot... Then again, on the other hand...

AWESOME GRAPHICS
Yes, we've banged on about it a lot, but just check out the superb texturing throughout the game - the pictures on the left are a case in point. Good eh?

CRASH VERSUS MARIO!

So, Nights was designed to take on Mario 64, so how does the Sony flagship game compare to the sheer might of Nintendo plumber? Looking at still screenshots, the sumptuous textured finery of Crash Bandicoot may look better, particularly on the 3D sections, but in terms of imagination (again), scope, design and smoothness (not just in frame rate, but on the textures themselves) Mario is clearly superior.

In terms of game design, Mario 64 is revolutionary (see the review on page 116 for a more detailed look) in so many ways whereas Crash is very much a platform game in the 2D sense of the word, with 3D sections which are far more limited than Mario.

It is perhaps unfair to compare these games because although they are both platformers, Mario is almost totally different conceptually, which makes comparing them difficult. However, if we could only play one game out of the two, it would be Mario, without a shadow of a doubt (and yes, it is better than Nights too).

SPIN MY CHIN
Although the two parts of the game are very different, the control method for the Bandicoot remains identical with plenty of jumping and spinning throughout.

MAXIMUM NEWS

PS PSYGNOSIS

A BUNCH OF ACE GAMES FROM **PSYGNOSIS...**

AND THEY ALL LOOK BLOODY GREAT!

PSYGNOSIS OWN E3...

... As far as PlayStation software goes!

AT THE E3, PSYGNOSIS REVEALED THEIR SECOND-HALF 1996 PRODUCTS INCLUDING THE SEQUEL TO WIPEOUT!

THE NEXT THREE PAGES SHOW OFF THE CREAM OF THESE INCREDIBLE GAMES!

Sony have a history of relying on third party products to promote the PlayStation, and although Crash Bandicoot showed that they have a trick or two up their sleeves, they were totally outquaffed by a triumphant Psygnosis. Just before the show, the company revealed that they had bought themselves back from Sony and were returning to their status as a multiformat publisher. However, the bias of their booth was towards PlayStation with some utterly outstanding product.

The follow-up to WipeOut received its debut at the E3 and was met with universal acclaim from the assembled delegates. Taking the form of a basic, pre-alpha two-circuit demo, Wipeout 2097 (or WipeOut XL as it shall be known in the States) takes all the graphical excellence and high-speed thrills of the original game and adds a whole lot more.

No-one can argue that the game took quite a lot of getting used to in its original incarnation. That being the case, Psygnosis have boosted the effectiveness of the air-brakes to improve cornering and have doubled the amount of speed classes in order to give everyone a chance with the new product. There is also a lot more difference between the actual ships - it's not just in the handling either, with every team having a radically different-looking ship at their command.

The basic gameplay remains pretty much the same, but one aspect which has benefited from a complete rethink is the weapons system. These are still collected by running over icons in the road,

CHECK OUT THESE NEW SHOTS OF WIPEOUT 2097 - A CLASSIC IN THE MAKING, NO LESS!

EXCLUSIVE PICTURES OF "THE THIRD TRACK" - DEFINITELY THE MOST GRAPHICALLY SUPERB YET!

but now weapons have more sophisticated locking-on systems and actually inflict damage on the opponent as well as slowing them down. Every ship (including yours) has an energy bar to wear down and once your supplies have been worn down, that's it. You're dead. In a clear nod to F-Zero, there's a lane to visit at the beginning of each track which enables you to scoop up extra energy on the fly.

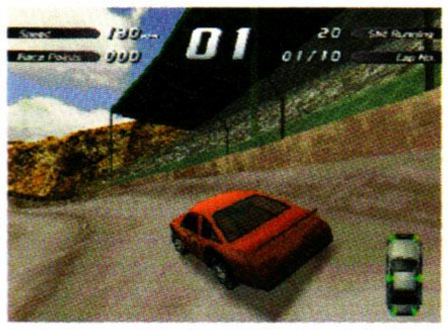
The weapons themselves include graphically superior renditions of the tools used in the original WipeOut, although new weaponry has been included. Best of all must be the Track Wave assault device which sends an enormous wave hurtling along the track in front of you, with tiny particles flying off from the affected sections of the course. Wide-open eyes of surprise were to be seen on any E3 delegate's face when confronted with this particular weapon.

WIPEOUT RULES

Psygnosis have the PlayStation road racer genre effectively sewn up for the rest of 1996. Formula One is the greatest sim-style racer whilst WipeOut will definitely appeal to the gamers after a more fantasy style of title.

The two courses on offer in this demo of WipeOut 2097 were graphically magnificent. A night-time cityscape caught the attention first of all, with its stunning architecture and superb colour effects making it a great showcase for the PlayStation. Moving scenery is also planned for this sequel, and the first example of this was seen in this level, with a moving monorail train being evident. The second course, set in a bizarre alien environment, shows off the stunning colour schemes WipeOut 2097 has in its repertoire. What's more, these are all very early shots - the finished game should be even better. As it is, Psygnosis are concerned that the track textures show a game that is perhaps too similar in look at the original WipeOut, so expect an all-new look there.

Overall, no-one came away from the Psygnosis stand unimpressed and WipeOut 2097 was one of the best reasons to feel confident about the future of the PlayStation. We waited with bated breath for the final game which is due sometime in October/November...

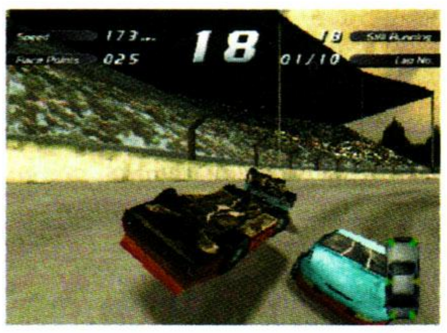


One of the most impressive-looking games released last year for the PlayStation had to be Psygnosis' Destruction Derby - one of the first games (along with WipeOut) to make full use of the PlayStation's outstanding repertoire of graphical effects. Coders Reflections had their work cut out improving on the game for the inevitable sequel and it was at the E3 that the industry had its first look at this potentially hot new game.

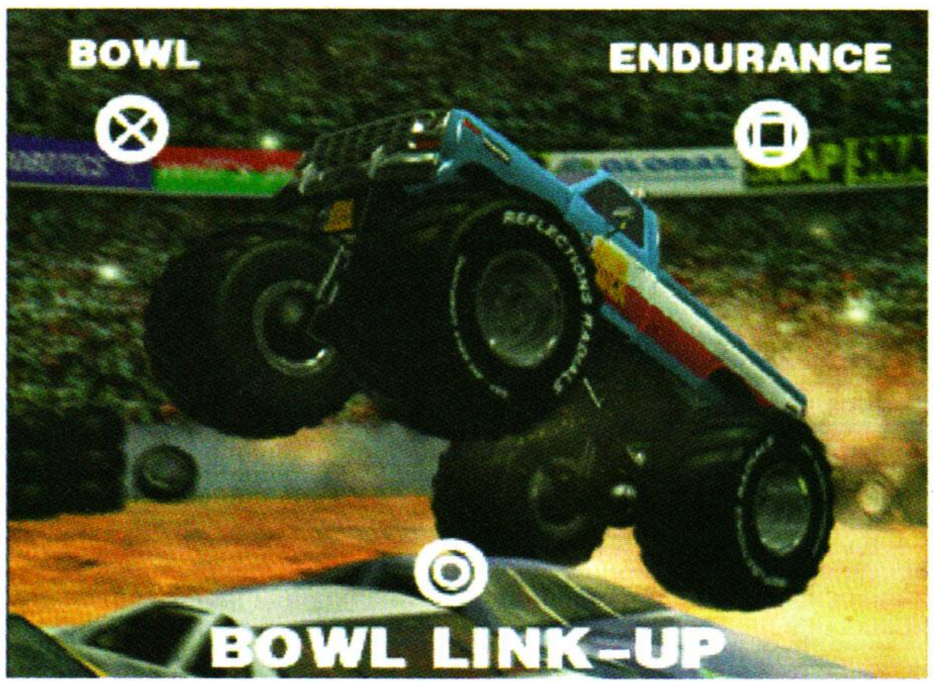
The first thing that strikes you upon seeing this demo is simply "height". One of the main drawbacks with the original Destruction Derby was the fact that every course was completely flat (things are a lot more "hilly" now), and although there were some choice pile-ups, the cars never actually left the ground on contact (compare to Daytona USA's sky-reaching collisions). All of this and more is promised (and indeed present) in the forthcoming Destruction Derby 2, screenshots of which should adorn these pages.

DESTRUCTION DERBY 2 DEBUTED AT THE E3 AND LOOKED DAMNED IMPRESSIVE!
A BETTER GRAPHICS ENGINE AND MORE REALISTIC ACTION IS CLEARLY EVIDENT!

Of all the games present at the E3 on the Psygnosis stand, Destruction 2 was one of the very earliest and thus it would be unfair to comment about the game when so little of it actually exists at the moment. What we will say is that with the improvements seen so far combined with a control system better than the original game's, this could be one of the most impressive titles to appear on PlayStation this Christmas.



BOOM! YOU'RE DEAD
Destruction Derby 2 looks pretty damn special, as these super-new screenshots of the very latest version of the game should prove beyond all doubt.



Taking the form of a single demo at the Psygnosis stand, Monster Truck Rally looks like being yet another quality driving game to issue forth from the Liverpool-based company. There's very little to comment on at the moment except: look at those graphics! Monster Truck not only looks great in still screens, but actually impresses even more when seeing the game in motion. Again, realism is clearly the key here. The movement of the truck is uncanny (the shock absorbers on each wheel are superb) as is the damage caused by your vehicle as you carelessly drive over rows of cars! Special effects such as lens flare add to the overall effect, which is most impressive indeed. Again, Psygnosis appear to have a solid hit on their hands with this particular product. You'll probably be hearing a lot more about this game in the near future, but in the meantime chek out these rather lovely screenshots and start drooling.

IT'S A MONSTER
From the creators of Destruction Derby comes the graphically stunning Monster Truck Rally. Take a look at these exclusive pics.

Obviously having one (rather good) Lemmings game on the PlayStation just isn't good enough, hence the arrival of an all-new title starring the suicidal green-haired rodents. What should immediately be obvious is that this game isn't

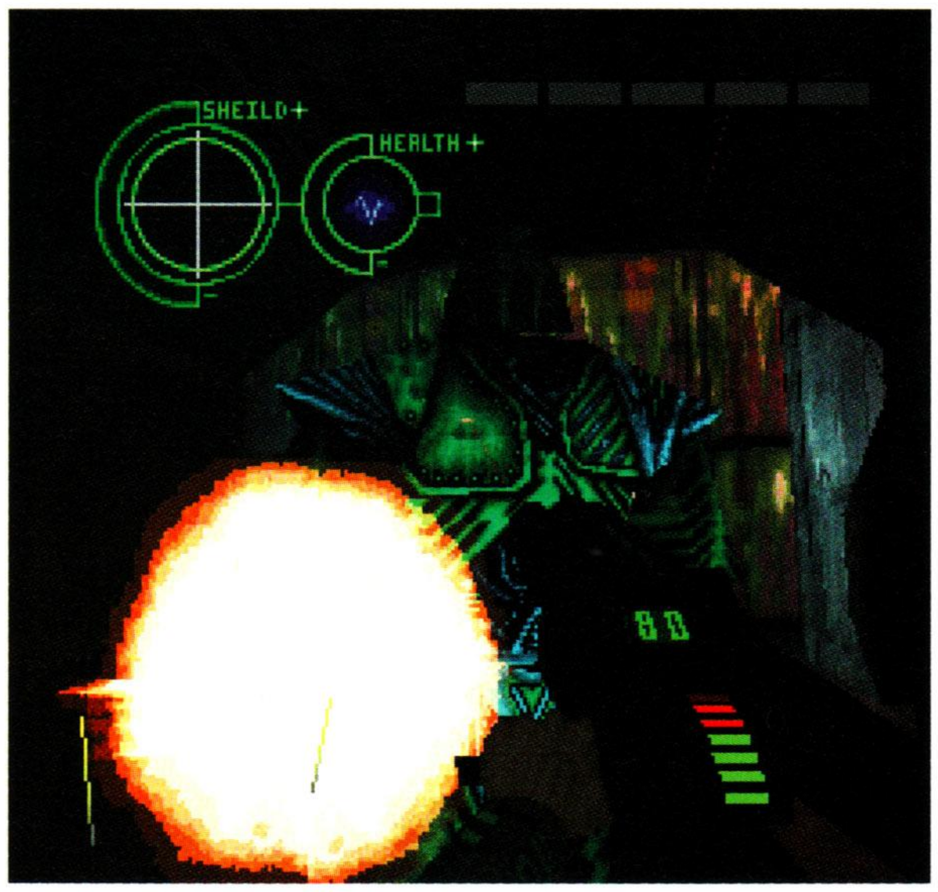
FROM THE CREATORS OF MEGADRIVE "FLINK" COMES THIS NEW PLAYSTATION PLATFORMER
A NEW TYPE OF LEMMINGS GAME FOR THE NEXT GENERATION SONY SYSTEM!

anything like the previous puzzle-orientated Lemmings epics. This time, Psygnosis have opted for a graphically rich side-on platformer. If the basic style and look of the game looks familiar, it's probably because the team behind this Lemmings title previously handled a similar title for Psygnosis called Flink. Although this game is similar, it boasts far more impressive visual effects, the most impressive being to zoom in and zoom out at your own discretion.

ZOOMING INTO VIEW
A graphically superior platform number, this new Lemmings title also zooms in and out, showing a trick or two we've not seen on the PlayStation before.

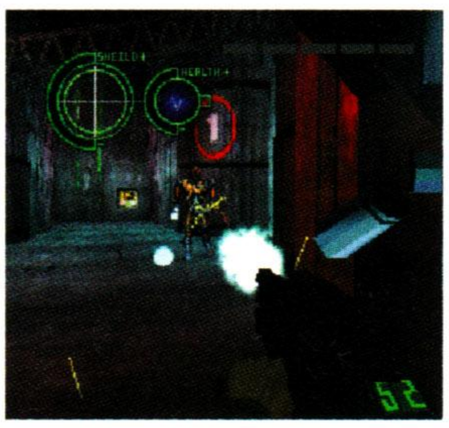
Tenka is the working title for a very special first-person 3D perspective title being produced by Psygnosis. The game has been in development for some time, and is not due until 1997, and the demo on display at the E3 was little more than a walkalong exercise, showcasing the many weapons and graphical tricks in the game. What was impressive was the 3D engine - whilst titles such as Doom and Alien Trilogy were either jerky or short-sighted, Tenka manages to look absolutely superb, moving very smoothly and matter how far into the distance the polygons travel.

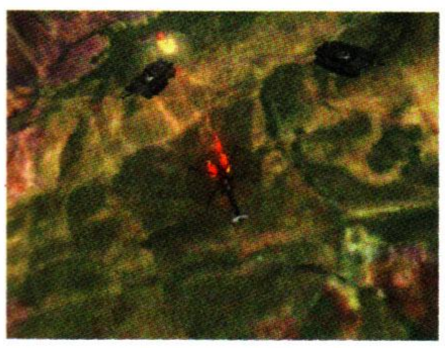
Little of the actual game was in evidence, but effects such as impressive lighting on the meanies (who are coloured depending on their environment) coupled with the adaptive nature of your weapon (it sprouts attachments and suchlike when your change from one to another) made Tenka look like an excellent game. As we said, Tenka is still deep in development, but it's already shaping up to be a quality PlayStation product.



PSYGNOSIS TAKE ON DOOM IN THEIR ALL-NEW 3D EPIC!
FANTASTIC LIGHT SOURCING, SUPER LEVELS OF DETAIL AND A SMOOTH FRAME RATE DISTINGUISH TENKA!

SUPER-LIGHTNING
The texture maps on the terrain look very special indeed, and the lighting extends to the sprites making for a most impressive-looking video game.





EA STRIKES BACK!

FULL-ON SEQUEL TO THE AWESOME 16-BIT "STRIKE" SERIES!

The Electronic Arts booth at the E3 was pretty much as expected as far as new product was concerned, with the majority of the games taking the form of updates at established franchises - FIFA '97, a new PGA title, you get the idea. However, one new game stood out from the ground. And oddly enough, it's an update of an established franchise! Take a look at the first shots of EA's Soviet Strike!

On the 16-bit machines, the Strikes series was a multi-million selling trilogy of ace shoot 'em ups. Typically, you were put in charge of a rather helicopter packed with highly explosive weaponry and it was your job to tackle various Middle East dictators and suchlike who were daring to take over the western world. The best game in the series was the second - Jungle Strike, which had the most levels and the most vehicles to control.

And now, for the PlayStation is Soviet Strike. As you can see, this is no simple update to the 16-bit classic - it's been revamped in many different ways. First and foremost, the graphics benefit from the next generation treatment - there's no steady isometric perspective here. The Strike team have used the power of the PlayStation to bring the backgrounds up to date with some stunning 3D textured trickery.

BLAST! KILL!
At the moment simple mission structures allow you to blast the hell out of numerous tanks.

At the E3, Soviet Strike's product manager told us that the developers used a combination of satellite scans of the earth coupled with custom fractal programs to produce the awesome landscapes you see on the pages before you.

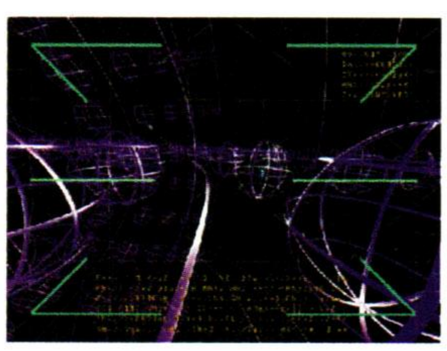
The pictures look very nice indeed in all of their still-screen-ness, but wait until you see the game in action - Soviet Strike's 3D engine looks absolutely superb, with some exceptional movement on these 3D terrains. The gameplay is at a very early stage at the moment, but already the programmers have the chopper blasting the crap out of enemy targets and it's here that you see another awesome aspect of the game - namely that the explosions in question are absolutely fantastic. There's no crappy 16-bit bitmaps here. What you get are stunningly effective Tunnel B1-style translucent explosions. These are almost in the same league as the excellent destructive effects seen in Nintendo 64 Blast Corps.

BANG. YOU'RE DEAD.
Soviet Strike features some of the most excellent explosive effects seen on the PlayStation. The texturing on the ground is pretty phenomenal too.

FIRST SHOTS OF ELECTRONIC ARTS' MOST PROMISING OF PLAYSTATION TITLES! URBAN STRIKE WAS A TINY WHIMPER COMPARED TO THE EXPLOSIVE "BANG!" THAT IS SOVIET STRIKE!

At the moment, **MAXIMUM** has only seen a simple, 10% complete version of the game. This means that the gameplay hasn't really been refined to any great degree at the time of writing, with very simple seek-and-destroy missions in place as markers to test that the engine is working okay.

However, just from looking at this super-early work-in-progress stuff, it's clear to see that the Strike series is in good hands in its transition from 16 to 32-bit. The Strike games have always been mega-sellers for EA and this down to quality - pure and simple. From what we've seen it would appear that they've done again with Soviet Strike - expect to see plenty more from EA closer to the game's completion.



PC / ID	
	THE GAME OF THE CENTURY IS HERE! **QUAKE**
	SHAREWARE OUT NOW, REGISTERED VERSION OUT AUGUST

SHAREWARE QUAKE IS OUT!

AND MAXIMUM HAS 'THE LOVE!'

We've waited a long time for this. Too long. But finally the finished product is installed on our hard drives! Bow before the true successor to doom! Quake is everything we dreamed it would be and more!

Here at MAXIMUM we encourage a bit of healthy game debate. Cries of 'VF2 gargles dogs plums!' and 'Tekken 2's not fit to felch the sweat caked cheeks of VF2!' echo around the ground floor with resounding frequency. However, if there's one game where office opinion stands united, it's Quake.

We waited with bated breath for the first concrete news. We've played the awesome qtest demo to destruction. We've enjoyed mammoth 10 player DeathMatch frag-fests. We've read the newsgroups, tried the monster patches, played the beta at the ECTS and even talked to the game's creators. And now, finally, shareware Quake is upon us. Tremble, mortals, at the most depraved, demonic, hardcore action title the world has ever known. Spooge? You don't know the meaning of the word yet!

Quake has come on in leaps and bounds since the release of qtest earlier this year, and there are just too many improvements to detail in one lump. But we knew you Quake fans wouldn't want to miss a thing, so we've broken it down into several sections.

GRAPHICS

The most obvious improvement to Quake (in the visual department) is that the speed of the graphics has been almost doubled. Now that id have had time to optimise the source code, Quake now runs at a decent frame rate even on a low end Pentium. In id's own words, a P100 with 16 megs of RAM gives 'excellent' results. However, this improvement is not as great as they had previously hoped, and id now acknowledge that their target spec of a DX2 66 is now no longer possible. Definitely time to consider that upgrade all you 486 owners.

FEAR THE SHAMBLER!
You'll learn to fear this pose! It means he's about to send a 40 ,000 volt charge direct to your rear. Note that the Rocket Launcher (far left) has changed in appearance.

Tackle a whole horde of new levels, new enemies and new traps in the long awaited shareware release! Quake is living proof that the PC is still at the forefront of videogame technology!

Other graphical improvements include the addition of real time dynamic light sourcing. Net rumours speculate that John Carmack (head programmer on Quake) asked his comrades to time him to see how long it would take to implement dynamic lighting. It took him one hour! Whatever the truth, torches now flicker realistically, explosions and gunshots light up the surrounding area while rockets illuminate corridors as they fly down them! And while we're on the subject of explosions, id have added a sprite core to the pixely combustions, creating a much more realistic overall effect.

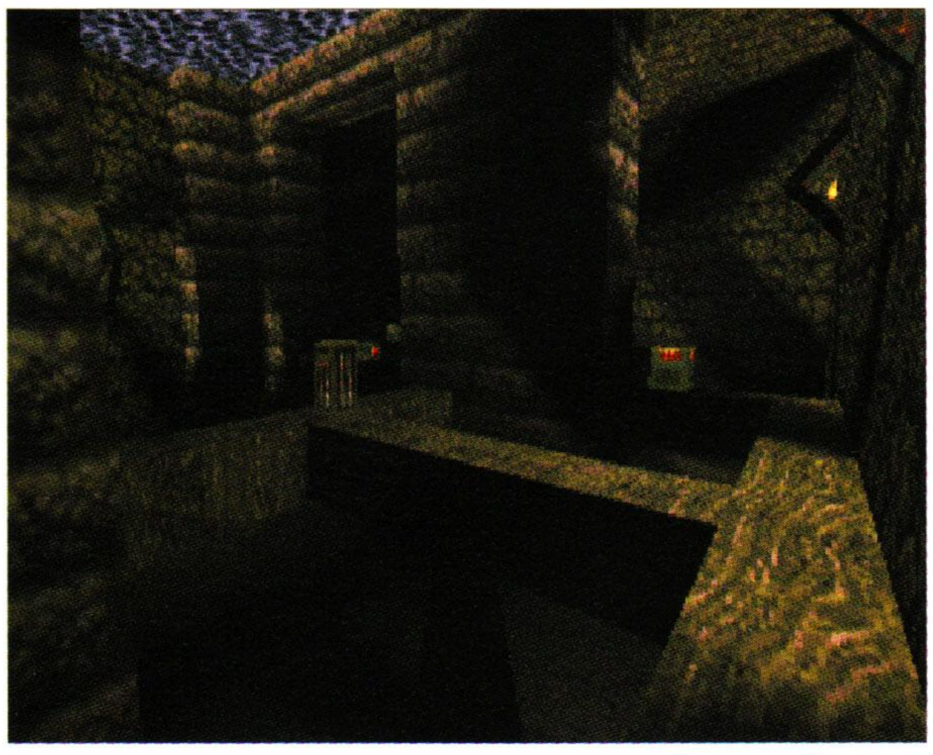
There was also a large number of new textures on display in the shareware levels, all as convincing as the ones present in Qtest. The shareware release has a 'mediaeval' theme, so expect to see plenty of stone, wood and metal. Also, the animation on the monsters seemed slightly better than in qtest, though that may just have been because the game was running smoother.

SOUND

While many of the sounds remain the same as in the Qtest (which, for the most part, we reckon is definitely a good thing) certain effects have been changed for the better. Trent Reznor has done an excellent job all round, particularly on the gun sounds and gib noises. The monsters now all have their own 'voices' and a greater emphasis

DEMON SEED!
The Demon can attack you with its teeth AND its talons. You don't really want to let him get to close to you. I'd say the chap on the right is in deep trouble.

THE GREATEST 3D SHOOT 'EM UP YET!
SATURN AND PLAYSTATION OWNERS FEAR NOT!
CONVERSIONS ARE BEING WORKED ON AS WE SPEAK!



has been placed on the 'pain' sounds when an enemy gets shot. You really do feel like you are taking life from these creatures. Very evil. But, hey, excellent! id have also promised more ambient environmental sounds for the finished version (lava crackles, water bubbles, etcetera). However, by far the biggest surprise is the news that the final CD version of the Quake will feature a complete ambient instrumental soundtrack written by Trent himself. Can't wait.

QUAKE'S BEEN AXED!
The picture below shows the blood stained axe that the player can acquire for hand to hand combat. These are just placeholder graphics and will change in the final game.

WEAPONS

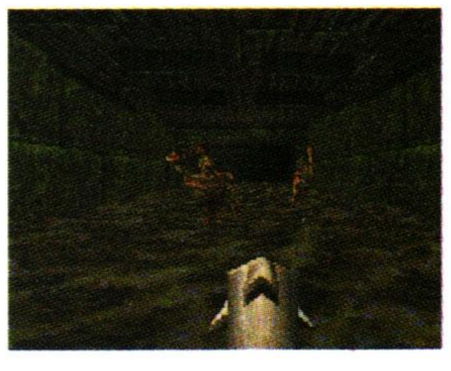
Apart from the Single Barrel and Double Barrel shotgun (which only received minor alterations) it's all change on the weapon front this month, with both new gun models and new properties being the order of the day. The Nail Gun is now a double barrelled monstrosity that fires two sets of parallel nails, while the Super Nail Gun has three rapidly rotating barrels that spew out metal death at an awesome rate. The Rocker Launcher and Grenade Lobber both have new weapon models, with the Rocket Launcher damage zone reduced to make it less cheesy, while the physics of the grenade have been improved to make it roll more realistically on angled slopes.

FIVE WEAPONS OF AWESOME POWER ARE AT YOUR DISPOSAL IN SHAREWARE QUAKE!
REDUCE YOUR ENEMIES TO QUIVERING LUMPS OF FLESH WITH THE GRENADE LAUNCHER!

By far the coolest addition to Quake's arsenal are the two new weapons: the lightning gun and chain lightning gun. Though the properties of these weapons have not been finalised, it looks like the lightning gun will fire lightening bolts similar to the Shambler, but thinner and faster. These have a devastating effect on an unprotected enemy - disintegrating them to lumps of quivering flesh.

As reported in last issue, Shareware Quake also features a close combat weapon that can be used ad infinitum. It is the only weapon that appears visibly different on a DeathMatch opponent (you can see them holding it), and is best reserved for when you run out of ammo. However, it has to be said that **MAXIMUM** were none to impressed with the actual look and motion of the axe, and we hope that it is improved for the finished code. As far as we know, Shareware Quake features the first six weapons (Axe, Single Barrel Shotgun, Double Barrel Shotgun, Nail Gun, Chain Nail Gun and Grenade Lobber) with the Rocket Launcher making an appearance in DeathMatch battles only.

GUN 'EM DOWN!
Although the monsters in Quake are generally tougher than Doom, the genocide is on the same level. Better get used to the concept of mass murder.



STORY

Although plot details are tentative at the moment, **MAXIMUM** has managed to secure a few details about Quake's secretive story. So here it is, in id's own worlds. Happy now, C&VG?

You got the phone call at 4 a.m. By 5:30 you were at the secret installation. The commander explained tersely, "We've been working on a new scientific principle — the Slipgate. This device causes a sort of earthquake in the time continuum, cracking hole through which people may travel ..."

"But someone else knew about the the slipgates. We've code-named him and his organisation Quake. He's using the slipgates to insert his own men inside military bases to kill people, steal equipment, and take prisoners."

"Now his death squads pop up everywhere — Europe, Asia, Des Moines. We think Quake has his own slipgates. The hell of it is that we have no idea where he's coming from. Our top scientists concur that this is the start of an invasion..."

"You're our best man, both in security and combat. This base is the centre of Operation Counterstrike. You're in charge. Find out where Quake comes from, and stop him ... or it ... cold. You have full authority for anything you need on this job"

While scouting around the neighbourhood you hear explosions and shots back at the installation. Damn! That Quake bastard works fast. He knew what Operation Counterstrike was, and where it it, and struck first. Racing back to the installation, you see that everyone has been brutally slain...

Except for you.

Your course is clear. You know in the heart of the installation is a slipgate. It must still be set to Quake's dimension. You can jump through it, and then you'll be loose in his hometown. Maybe you can even get to the bastard personally. Wake up Quake... daddy's home!

ENFORCE THIS!
One of the latest monsters to appear from the id labs is the Enforcer, a machine gun carrying humanoid in a chemical suit.

MONSTERS

Up till now Quake fans have had to make do with shoddy network patches for all their monster mauling needs. But no more! Shareware Quake features an undisclosed number of enemies, including an almighty boss on the last episode. There are also new cool features, including hugely improved artificial intelligence and the ability to knock monsters to the floor without killing them. One well timed double barrel blast can knock an ogre or soldier flat on his ass, giving you a brief window to finish him off before he gets back up. Another new feature was that all weapon carrying monsters drop a backpack when killed, which contains unfired ammo for their weapon.

ZOMBIES CANNOT BE KILLED WITH CONVENTIONAL FIREPOWER!
USE ROCKETS TO DESTROY THEIR BODIES BEYOND THE POINT OF RECOVERY!

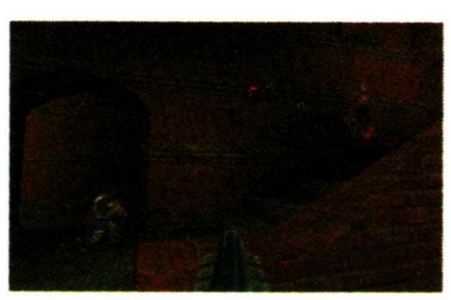
SOLDIER
Similar to the 'former humans' in Doom, the Soldier is the most common of all Quake opponents. Thankfully, he's also one of the weakest. He can be killed with a single blast from all but the weakest weapons, and is one of the few monsters that can be gibbed (exploded into bloody chunks). He looks a lot like the DeathMatch marine, though with slightly different textures. Expect the majority of your lead based portions to find a home in his body.

DOG
Woof woof! Blam blam! Tear! Spurt! Whine! Yes, animal lovers, the dog is now fully animated, and its excellent. Of course, being a rabid dog, it can only attack up close, thus making it perfect long range target practice for the weapon of your choice. Dogs only pose a real threat when they attack en masse, or catch you by surprise, otherwise they're just living punching bags. Similar in a way, I suppose, to the Demons in Doom. But much more fun to kill.

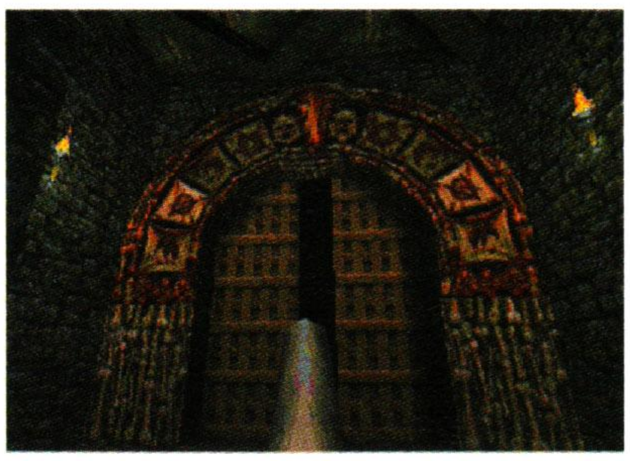
OGRE
These fat bastards are the first REAL opposition that you will encounter in shareware Quake. Their chainsaw revs (like the saw in Doom) and they now throw grenades just like yours (and not the cubes we saw in the Beta). One thing that hasn't changed, however is their unnerving accuracy, though at least with grenades you have a split second to get out of the way.

KNIGHTS
Much like the dog, the knight is a melee merchant and can only attack when in close proximity of Quake. However he's faster, tougher and cleverer than the dog, thus making him a much meaner adversary that his canine compatriot. The knight also dies in a slightly different way to the Qtest version.

MODEL CHANGE!
Some of the weapons have had their models changed from the Qtest. The picture below shows the new look Rocket Launcher. Cool, huh?



ZOMBIES
Zombies normally appear in groups, and attack by ripping off chunks of their decaying body and hurling them at you! It cannot be killed with conventional weapons, and instead must be gibbed with either the grenade lobber or rocket launcher. The zombie features prominently in the shareware levels, and its 'already dead' status allows t to hide underwater as well.



FISH
They're small, they bite, they swim, they only appear underwater, they die easily in floating bloodied chunks. 'Nuff said.

WIZARD
The slug like wizard still looks and flies much like he did in the Qtest, though he's a lot smarter now and fires powerful green lasers (instead of the ridiculous plasma balls) which leave a cool smoke trail. He also has a weird mumbling chant (like the wizards in Heretic) which is quite spooky, until you realise where its coming from.

SHAMBLER
The mother of all hairy beasties, who is neigh on identical to his Qtest brother, save for improved AI. That's not to say he's any less fearsome, as he shambles towards you in a drooling Harrodian fashion. Kick his arse large style!

DEMON
A huge pink wingless dragon that looks like a distant relative of the Demon in Doom, and leaps about on powerful hind legs.The creature can also perform a special attack whereby it lands on top of you and envelopes you within its arms, causing massive damage to the head and neck area.

MORE MONSTERS FOR REGISTERED QUAKE
None of these are final, but watch out in the registered version of Quake for the **Dragon** (flying Cyberdemon equivalent), **Shalrath** (smooth shaded magician), **Tar Baby** (wall climbing ooze), **Vomitous** (ravenous tentacled blob), **Serpent** (small dragon) and **Enforcer** (like Doom's Heavy Weapons Dude).

LEVELS

Obviously, the most important new addition to shareware Quake is nine brand new levels. Like Doom, Quake is based around a four episode structure, with each episode containing nine levels (eight standard and one hidden). When a player begins a new game he enters a special chamber inside which are four portals leading to the respective episodes. There is a similar chamber for the difficulty setting, with the hardest setting requiring a leap over a bubbling pool of lava. Cool or what?

NO POINTY CAPS HERE!
Just like Doom's imps hardly resembled the imps we know, Quake's wizards look like giant flying slugs with stumpy arms.

The levels themselves are larger and more elaborate than the ones seen in Qtest (though not as big as some of the levels in Doom 2), with much greater attention spared to the architectural design. Believe us, these levels look good! The shareware episode is a mixture of all the Qtest environments: mediaeval and military textures blended together to form a distinctive and oppressing look.

The levels themselves are much more cunning and theatrical than anything seem in Doom, with some truly evil puzzles to confound and torture the less wary adventurer. For instance, as you wade through waist high water in an underground sewer you spot a weapon illuminated on a plinth. The moment you collect the gun, a horde of mumbling zombies rise up out of the water and attack. Arrrgh!

A lot has also been made of the underwater sections too, with underwater labyrinths leading to various otherwise inaccessible underground chambers. The fear you feel as your air runs out while you desperately search for an air pocket is truly nerve wracking.

LIGHTNING STRIKES!
This is the first shot of the fabled lightning gun in action - looks pretty cool huh? However, what you can't see is the effect that is has on enemies when the stream of electric death connects. They disintegrate into a bloody, sodden mess right before your eyes. Awesome!

DEATHMATCH

DeathMatch is much as it was in Qtest: hardcore, though its a lot faster and the precise mechanics of the weapons and character momentum have been tweaked. Also, the way you kill an opponent is printed on screen in text for posterity, ie 'player chewed on player's boomstick', 'player rode the back of player's rocket' or 'player gibbed player'. Your ammo is also listed next to the frag count.

MAXIMUM NEWS

AC TECMO

TECMO + MODEL-2 =
DEAD OR ALIVE

AVAILABLE IN ALL GOOD ARCADES IN THE SUMMER

WANTED: DEAD OR ALIVE

The first 3D beat 'em up from sleeping giants Tecmo

AFTER A QUIET SPELL IN THE ARCADES, TECMO ARE ABOUT READY TO STRIKE BACK WITH DEAD OR ALIVE - USING LICENSED TECHNOLOGY FROM SEGA'S ELITE AM DIVISIONS, THIS NEW FIGHTING GAME LOOKS LIKE HERALDING THE RETURN OF TECMO TO THE BIG TIME.

Had enough of people arguing which one's better - Virtua Fighter 2 or Tekken 2?
Some of us definitely have and there could be a game to bridge the gap between the two and end the race to the title of the best 3D fighting game. And the game? Tecmo's new arcade title, Dead or Alive. Tecmo have been quiet in the European market since their successful yet ultimately shallow World Cup 90, but this new title could be Tecmo's ticket to join the big boys of the fighting game market. We sent our intrepid overseas editor, Warren Harrod, to investigate....

MAXIMUM was privileged enough to be the first European magazine to visit Tecmo's headquarters in Japan to check out their first 3D game for the arcades - Dead or Alive. We can still report that the game is looking great and that Tecmo are confident of the summer release date that they have set for the game. Utilising the now world famous Model-2 Sega board, Tecmo have created a super-playable 3D brawler. Just to clear up any confusion, Tecmo have licensed just the Model-2 technology. Although Dead or Alive looks extremely nice, the actual design and coding is 100% Tecmo - neither Sega or its AM departments had any to do with this particular game.

Any way, to business: what sets Dead or Alive apart from AM2's Virtua Fighter series? One of the aspects of DOA that makes it different from the Sega masterpiece is firstly the characters are totally

LICENSED MODEL-2 TECHNOLOGY MAKES DEAD OR ALIVE A VISUAL FEAST!
EXPECT THE COMPLETED VERSION TO HIT ARCADES ACROSS THE COUNTRY DURING THE SUMMER

GRAPPLE ACTION!
Dead or Alive features an excellent new system for grappling, which allows for multiple outcomes dependent on the button presses you input.

motion captured - done at one of Japan's largest motion capture labs. The game features real professional martial artists and at least one famous Japanese actor to capture realism in the characters' movements. This has resulted in the luxuriously smooth animation and a fluid execution of attacks. The actual moves are even smoother than VF2, if you can imagine that.

To be more realistic than VF2 is indeed a very hard task, if not down right impossible. DOA may not be quite as realistic as the VF series but it certainly introduces a new feature never seen in a 3D game before - failed attacks result in the characters becoming unbalanced and prone to enemy attack.

WITH QUALITY GAMES SUCH AS VIRTUA FIGHTER 2 AND TEKKEN ON THE MARKET NOW, DEAD OR ALIVE NEEDS TO EXTRA SPECIAL TO COMPETE... THANKFULLY IT'S A QUALITY PRODUCT

STORY TIME...

Mankind has always been intrigued by the idea of combat - whether it be with bare fists or with swords, people have loved to watch competitors fighting it out in the ring and this obsession has led to new styles over the thousands of years. As new styles appeared and fights became more fierce, people revelled greater in the display of increasing skill and blood letting, thus organised fighting tournaments started to appear.

However, one tournament was particularly more vicious, more skilful and as a result more popular than any other tournament in history. Defeat your opponent anyway possible was the only rule in the tournament and it's no surprise that death was more than a common sight. Though the chances of competitors meeting their maker in the tournament was high, there were no shortages of fighters willing to put their lives on the line for the ultimate prize that the eventual champion would receive - endless wealth and power.

The skills the participants showed in the tournament was far greater and advanced than the previous one, but the audience required more excitement until the the pressure became to great that the organis-

ers decided to add another element to satisfy the blood thirsty crowd. Traps were set all around the confines of the ring and this practically forced the fighters to fight better to avoid being the next victim in the traps.

Traps were not the only additions however, as the organisers saw the potential to increase their wealth by making gambling legal and take advantage of the forever increasing gates. Tales of tournament spread far and wide until fighters from all over the globe came to claim the title and this year's tournament seems set to be the biggest and the best of them all. The fights are about to start. They call this fight 'Dead or Alive'.

ME BOUNCY!!
The female anatomy takes on a rather... *bouncy* aspect in Tecmo's Dead or Alive.

THE THREE-BUTTON/JOYSTICK VF CONTROL METHOD IS RETAINED AND BUILT UPON! EXPERIENCE THE EXCELLENCE OF DEAD OR ALIVE'S NEW GRAPPLING FEATURE!

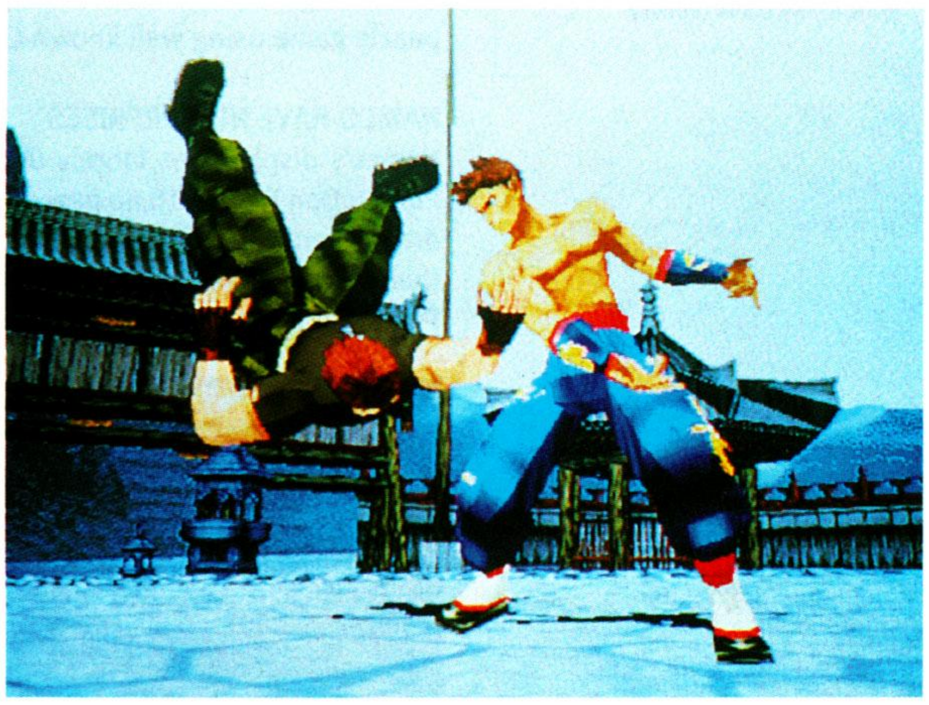
CONTROLLAHOLIC ANONYMOUS
DOA features the 3 button control method of the VF games but with a major difference - the guard button has been replaced with an all new 'hold' button. The hold button has two functions.

Type A In response to an enemy's strike, you can perform a hold technique. You can use this move to counter both Upper/Middle attacks and Lower attacks. This is the closest thing to the conventional block available in other games.
Type B You can make an offensive hold of your opponent. The standing opponent can be grabbed by every character but squatting opponents can only be grabbed by certain characters.

Unlike other games, you can hold the opponent by simply pressing the buttons. If you don't use skill, it just won't function. However, depending on how you combine it with the joystick control, it is possible to grab your opponent. In other words, the game requires major technique and that is the way to achieve results. Even though the motion of the hold is extremely wide, it possesses knock out capability so it's value shouldn't be underestimated. The most important aspect of the hold move that the player should remember is that the potential damage that can be dished out to the opponent in a Nina-from-Tekken-like fashion. But to make the holds successful, the throw commands need to be prepared carefully. When you first start playing the game, the holds will probably feel pretty easy to do and you'll be tricked into playing carelessly with 'rough' wins. Learning how to accurately use the holds and being able to effectively control the throws are essential.

WATCH YOUR BACK JACK!!
We've seen unconfined rings, six feet steel cages, and boundary-less rings. But never a ring with traps all the way around it. Around the confines of the ring, there is a danger zone and within that danger zone, explosive compounds have been installed. Needless to say, if you are downed in this danger zone, you'll take a lot of damage as well as blown up into the sky and sent on your merry way to the cemetery.

THE FINAL WORD
As it's Tecmo's first attempt at the genre, they haven't made radical changes to the usual 3D beat 'em up formula but sufficient innovative features to build itself it's own fan base without having to rely on bored VF2 players eager for a new fix before VF3 appears. If Tecmo has DOA complete on it's scheduled date, this could be the game of summer '96...



COUNTER-STRIKE!
A range of excellent counter moves have been included in Dead or Alive, which does seem reminiscent of Tekken, only more advanced.

THE 1996 TOKYO TOY SHOW

The latest Sega and third party games revealed

THE JAPANESE VIDEOGAMING CALENDER HAS FEW EVENTS AS PRESTIGIOUS AS THE TOKYO TOY SHOW
OUR JAPANESE CORRESPONDENT WARREN HARROD SPENT THE DAY AT THIS INTRIGUING SHOW...

We've had the PlayStation Expo. We've had the AOU. But nothing, but nothing compares to the show of the year, Tokyo Toy Show. In a true MAXIMUM way, we sent one of our boys, Warren Harrod, over to investigate.

From June 6th-9th was Japan's largest game show, the Tokyo Toy Show. With over 200 exhibitors, more than 35, 000 toys and an expected attendance of over 160, 000 it ranks alongside some of the world's largest exhibitions. Of course there were cuddly toys and remote control cars but there were also plenty of computer games as well. Twice as large as the PlayStation Expo and three times as large as the Shoshinkai, the Tokyo Toy Show is Sega's opportunity to show off it's latest software. Sega was not the only company there and a wide range of other software houses made a showing.

FIGHTING VIPERS AND VIRTUA COP 2 DOMINATE THE SEGA STAND!
STREET FIGHTER ALPHA 2 IS BY FAR THE BEST THIRD PARTY GAME AT THE SHOW!

SEGA DOMINATE PROCEEDINGS

Obviously, Sega had the largest stand of the show, with both their own games and a variety of third party software too. Sega's line up on the Saturn consisted of Nights, Virtua Kids, Fighting Vipers (a 50% complete version), RigLord Saga 2, Decathlete, Hakaider-Last Judgment, Sakura Wars and Virtua Cop 2. The latest pictures of Fighting Vipers caused more than a stir back at the **MAXIMUM** offices, with both Gary and Richard needing a change of underclothes. So what's the latest with regards to Fighting Vipers? Well, the 3D looks absolutely brilliant (full details on page 112) but the frame rate is disappointing at the moment. This is AM2's number one priority and considering the fidelity of the VF2 conversion, it should be attainable.

Nights is also being pushed heavily as the release date for Mazza 64 approaches closer (Nights' Japanese lauch date is roughly a week behind N64's). Third party games on show included Victor's Tournament Leader, Warp's sequel to D Enemy Zero, Climax's long awaited Dark Saviour, Saturn Bomberman from Hudson, and Kadokawa's Lunar Silver Star Story. All in all, a very, very strong presence.

CAPCOM - THE GREATEST THIRD PARTY COMPANY AT THE SHOW!

The biggest third party came with a huge range of games to appetise the public. Capcom's main offering was of course the long awaited Street Fighter Zero 2, on both the PlayStation and the Saturn. Pretty much complete, all the game required was a little touch up here and there. However, the Saturn version is planned to be on sale much earlier than the PlayStation conversion. Also available were the home versions of Super Pang collection, Incredible Toons, Marvel Super Heroes - War of the Gems, Pinnochio and Donald Duck's Maui Mallard. Showing that conversions can't be that far behind the arcade games: Star Gladiators, Super Puzzle Fighter and Rockman2 - The Power Fights were all available to play. In case you're wondering what on earth Puzzle Fighter is, it's a Puyo Puyo-esque puzzle game using well known Capcom characters.

TOY STORY
Lest we forget, toys actually have a strong part to play at the toy show (top). Fighting Vipers was a major draw at the show (above).

NAMCO HAVE NO SURPRISES

Namco's display was largely unchanged from what they had at the PlayStation Expo with no new offerings at all. However, Tekken 2 still drew a large crowd and there were plenty of people waiting to try their hands in the Tekken competition. A new game with promise is a PlayStation translation of the Super NES classic, Smash Tennis. There's no 3D or anything here (let's face it, 3D and tennis hasn't been a good combination to date), just rampant playability.

SNK - NO KoF '96 BUT SHODOWN RPG APPEARS!
SNK has a huge following in Japan but unfortunately quite a poor one in the UK. A shame as the new Samurai Shodown RPG looks to be a top game. Their central display was a Samurai Showdown RPG stand running a "Making of SS RPG" video in which they confirmed that a Saturn and PlayStation port over is in the pipeline.

TAITO'S NEW GAME BLITZ
Most of their displays featured Psychic Force and an arcade unit was set up in all the prime play area. There's no doubting what they're pushing next! Also on play were Darius 2 and Puzzle Bobble 2X.

VIRTUAL REALITY AND TOSHINDEN VIA TAKARA
The main event on their stand was not a game but the first display of their new Head Mounted Display - the Dynovisor. Fitting over the player's head just like a Virtual Reality Head set, it cuts off all external distractions and immerses you completely into the game. It can be connected to any games system (via the typical video cables) and runs off its own power supply. Undoubtedly the screen picture is incredible, just like a mini TV and the stereo sound is also top notch but at around Y40,000 (twice the cost of a Saturn!) do you really want to shell out for something like that? I tried it at the show with a PlayStation racing game and was very impressed with VR effect when the car was driven in first perspective, and the urge to turn my head as I went around a corner was immense! After a five minute session, however, nausea took over and an immediate trip to the medical cupboard was in order.
In terms of games, Takara had an enhanced version of Toshinden 2 for the PlayStation (Toshinden 2+) plus a Saturn translation of the same game with extra features which looked impressive.

MORE SHOW ACTION
Fighting Vipers (far left) was super popular but unfinished. Taito had a new 3D fighting game and VF Kids attracted much attention in its Saturn incarnation.

BANDAI IN "TYPICAL OFFERING" RIDDLE
Amongst their typical offerings, one game in particular stood out, largely due to the incredible size of their display. Called AUBIRDFORCE, it's a 3D space battle simulation game due for release on the PlayStation sometime around October.

BANPRESTO REVEAL PET SIMULATOR
Similar to Bandai's AUBIRDFORCE, Banpresto also have a 3D space battle game called Grand-Dread. Their other games include "Owning a Pet" simulation game and an all new 3D polygon fighting game called Shadow Struggle. For people who always wanted to have sloppy pieces of cack in their shoes every morning or desired the carpet to be infinitely moist from non-functioning pet bowels, Owning a Pet will be a game for you. But for those of you out their who this already is an everyday reality, avoid this game like the plague.

IT'S SNK TIME
King of Fighters '96 was the most eagerly awaited game at the SNK stand but unfortunately, nothing was revealed. Roll on August.

CHECK OUT THE ROUND-UP OF THE THIRD PARTIES

COMPILE IN PUYO NON-SHOCKER
Despite having the largest floor spaces at the show, all they had to show was their Puyo Puyo, a lot of people in costumes and a very thick catalogue of games related goods.

TECHNOSOFT HAVE REVERTHION AGAIN
Hyper Reverthion was back again boasting a "Version Up". The two-player link-up certainly looked impressive with improved graphics but the game has been really tweaked that much.

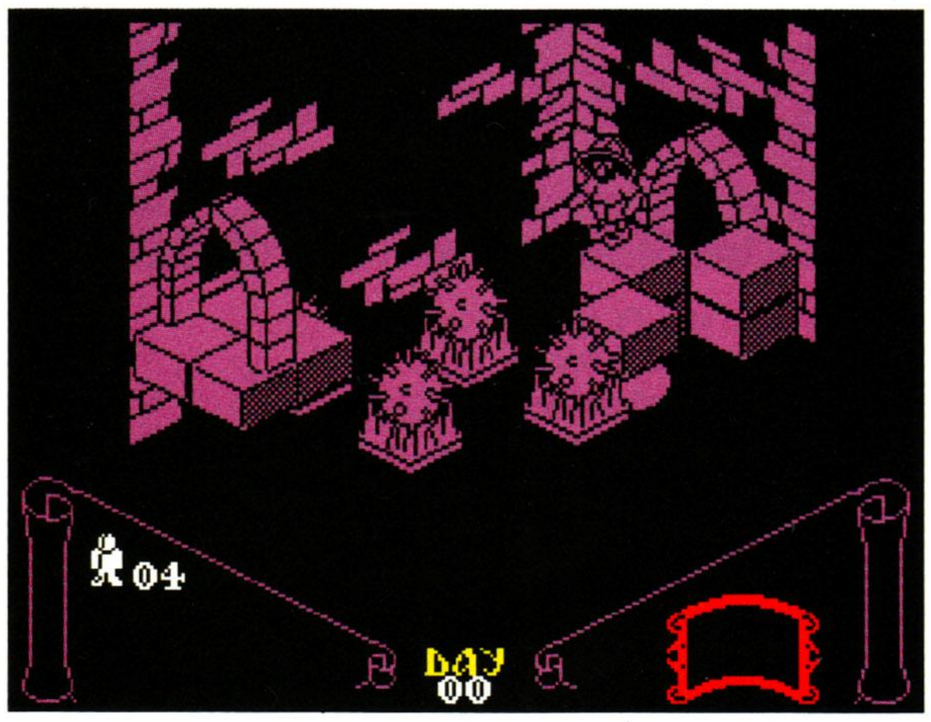
RPG ACTION FOR ATLUS
Available for play testing were their 3D RPG - Persona, Strikers 1945 and a new 3D 2 Player racing game - Peak Max. It's still a long way from release but they're boasting they'll be around 20 different cars to play! Also, it'll have some form of a Story Mode with characters to select.

THE OVERALL PICTURE
The Toy Show revealed a great deal of new product, but just like last year, Sony didn't bother to exhibit lending a great deal of a Sega bias to the show. This they used to great effect, with the fully playable 50% complete Fighting Vipers taking centre stage. Capcom also had a very, very good show, the conversion of Street Fighter Alpha 2 looking extremely impressive indeed!

THE ANNALS OF CLASSIC GAMING

Experience awesome gameplay from the last decade...

MAXIMUM GOES ALL RETRO AND GETS NOSTALGIC OVER ALL MANNER OF EXCELLENT GAMES!
HERE WE LIST OUR MOST FAVOURITE GAMES OF ALL TIME AND INFORM YOU ABOUT HOW TO GO ABOUT PLAYING THOSE GAMES ON TODAY'S SYSTEMS



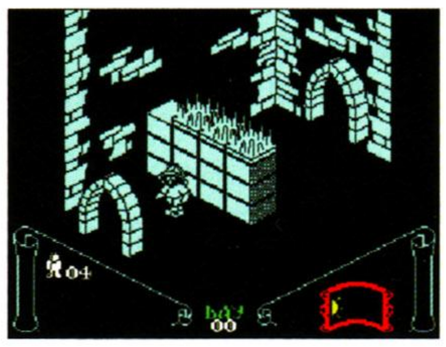
Have you noticed how everyone these days is re-releasing all of their old games from the eighties? Namco led the way, but Williams, Sega and even Irem are in the process of dusting down their arcade relics and bringing them onto the new platforms. In this special one-off feature, MAXIMUM goes all "retro" and examines the various ways in which you can enjoy the nostalgia, including some super-cheap and mega-expensive ways to play those classic titles.

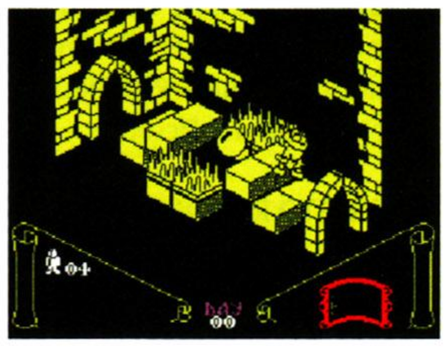
MAXIMUM is a multiformat magazine and to this end we have gone about this feature with every major platform in mind. Everyone from PC to Saturn to PlayStation owners can experience some of the finest moments in videogaming from the last decade. The **MAXIMUM** breakdown begins here.

C64 AND SPECTRUM EMULATORS FOR PC!

The vast majority of the games featured in this piece are actually taking the original code of the arcade machine and running it under emulation. So if a PC can emulate a Williams coin-op, why not a Spectrum or C64? Why not indeed. It's been done, as you can see here. Both emulators really require a 486 DX2/66 to work at top speeds, and it should be noted that the C64 emulator is a bit more troublesome than the Speccy one, since the internal architecture was that much more complicated. Both of these emulators are shareware and you get extra features should you register, although fifty quid for the C64 emulator is perhaps a bit much! You can the real deal for half the price on a car boot sale! One note for people seeking the Spectrum emulator: there are dozens available, but we found that JPP was the best in terms of speed.

KNIGHT LORE
Knight Lore redefined 8-bit gaming with its awesome isometric gameplay. A true classic that simply must be experienced - how about a NIntendo 64 version, Rare?





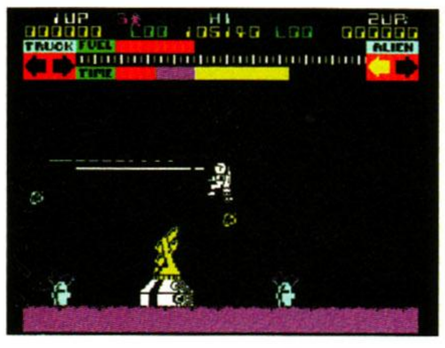
C64 HIGHLIGHTS

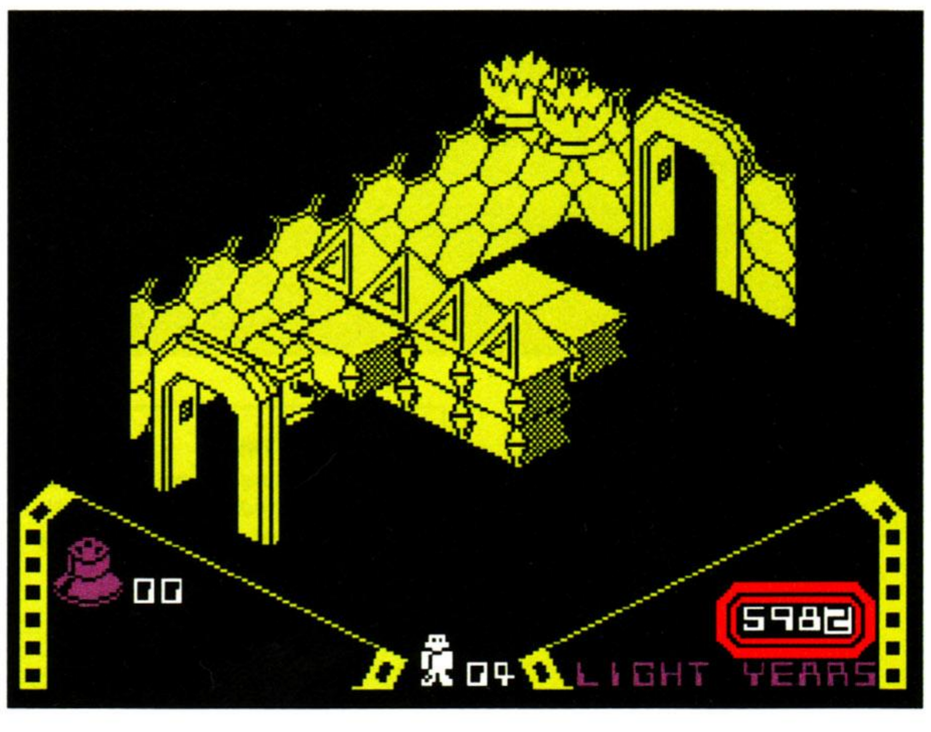
Just about anything with Rob Hubbard or Martin Galway music is well worth checking out, but two games which stood out as being great and working well under emulation were Mega Apocalypse (simple, yet extremely compelling - still! - blaster) and Thrust (great shooter with extra laws of physics included!). Andrew Braybrook's Paradroid and Uridium still did it for us too. Also worth checking out is the wealth of demos hackers produced for the C64. The Ooh! BBS site has plenty of these. Unfortunately, we couldn't get Bionic Commandos working - it's an awesome game with the best C64 music ever. Doh!

SPECTRUM HIGHLIGHTS

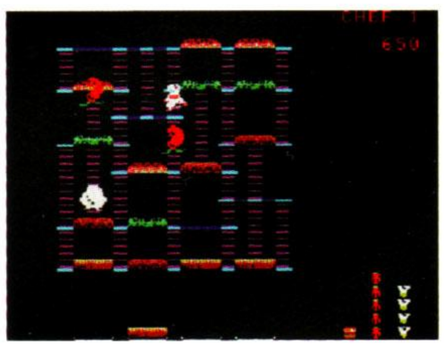
In hindsight it seems perfectly reasonable to suggest that the Spectrum just wasn't in the same league as the C64, but there were still plenty of stunning titles. **MAXIMUM** recommends anything (bar some of the late stuff) from Ultimate Play The Game - the company that went on to become Rare. Yes, that Rare. Best of the bunch: Knight Lore, Lunar JetMan, UnderWurlde and SabreWulf. For nostalgia's sake, we would also recommend Manic Miner, Jet Set Willy and 3D Ant Attack (with its patented SoftSolid isometric 3D engine!). Although you might be surprised at just how badly those last three titles have aged.

ULTIMATE GAMEPLAY
You could buy any Ultimate game without bothering to read any review. All the Spectrum games were awesome (Lunar JetMan, UnderWurlde and Alien8 above).





COLECO ARCADE GOLD
Donkey Kong (above) was the enticing pack-in ColecoVision game. RIght: BurgerTime (awesome), Q*Bert (great!) and Zaxxon (hasn't aged too well).

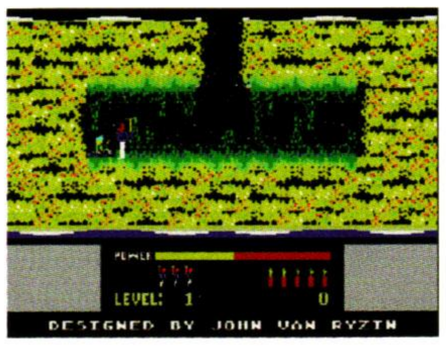


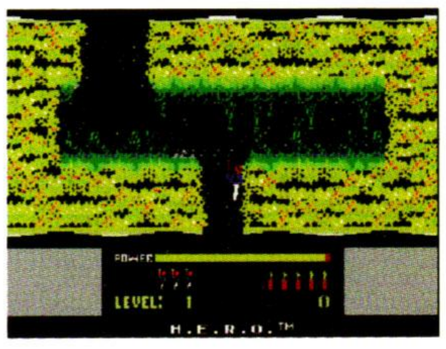
AND THERE'S MORE... A LOT MORE
Examine the bulletin boards and you should have no problem tracking down yet more emulator delights - best of all is a near 100% compatible emulator for the Colecovision console, which was first released in 1982. This system had arcade perfect versions of classics such as Donkey Kong and Donkey Kong Junior (although smart cookies will have bought Super DK Junior) and had awesome support from Sega at the time, hence the conversions of games such as Zaxxon (the first isometric 3D shooter) and Turbo (a forerunner to Daytona USA!). In fact, just about the entire range of old carts is available to download. On the BBS systems listed below, you can also find emulators for the original coin-op code for Frogger (!) amongst others. The old Japanese MSX format machines are also emulated, and there are some veritable 8-bit classics in there, particularly from Konami.

WHERE DO YOU GET THESE FILES?
Being shareware, you can get them from any decent bulletin board. We first got our kit from the Arkham BBS (modem up 0171 738 5596 or 0171 738 5557), but for more wares, check out the Ooh! BBS (0181 395 1028 or 0181 395 3108). Arkham is very busy (but it's free). There's a twenty quid per year sub fee for Ooh! BBS, but it's worth it for the emulators alone (plus the phenomenal selection of games)! On the net, consider FTPing to altair.komkon.com/pub/ as a good starting place for some emulator action.

OWN THE ARCADE!
Why bother running arcade games under emulation? Why not just buy the motherboards themselves? The ads in this issue should point you the right way. First of all you need to buy what has become known as a "SuperGun". This hundred quid device connects JAMMA-compatible boards (that's just about anything that's not in a dedicated cabinet) to your TV screen. Joypads are supplied as standard. One word of warning: boards can be expensive (starting at thirty quid and going up to £1,500 for a new Street Fighter Alpha 2!) and you'll need to upgrade your system if you want to run games which use more than three buttons per player. Also when it comes to attaching extra buttons, you need different attachments according to the supplier of the board. For example, a Capcom extra button connector is different to a Namco one. A bit of electronic knowledge can make all of the difference...

MORE COLECO!
Donkey Kong Junior (and the Super version) were the only games ever to feature Mario as a villain. Activision's HERO was another ColecoVision classic.



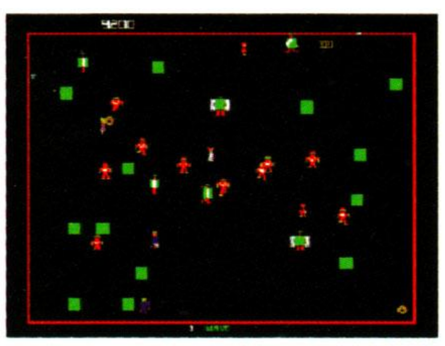


PLAYSTATION
The Namco Museum pieces are five CD compilations of Namco's earliest hits - we've had volumes one and two, and three is due very soon now. Namco have decided to pack on just about every game they've ever done. This is both good and bad. Yes, you get the complete picture, but a lot of these games just aren't worth the bother. Still, later museums should just get better and better as the games got more sophisticated.
Williams Greatest Arcade Hits brings perfect renditions of Defender, Defender II, Joust, Robotron, Sinistar and (er) Bubbles to PlayStation. Apart from Bubbles, this really is the cream of Williams (Stargate should have replaced it) and is highly, highly recommended. The Irem pack (on import) features three games, only one of which we really could remember as being any good - Kung Fu Master. And that really wasn't worth the effort.

SEGA SATURN
Saturn owners are getting the shitty end of the nostalgia stick at the moment, with no decent titles of yesteryear springing readily to mind. The fetid Irem "Classics" pack is out, but that's about it. The new Sega Ages brand looks cool, although of the three titles announced, only Outrun is being met with any kind of enthusiasm by MAXIMUM, although our editor is quite keen on Afterburner, nobody else is. As for Space Harrier, why bother? ('cos its ace - Dan)

THE GREATEST VIDEOGAMES EVER!
With retro-gaming currently all the rage, Dan Jevons takes the opportunity to cast his knowledgeable eye over almost two decades of videogaming history.

THE LIST IS HISTORY
Anyone who tries to compile a definitive list of the greatest videogames ever made in only two pages is either stupid or mad. Or both. You'd need an entire issue of **MAXIMUM** just to do justice to the incredible back catalogue of classic games that reside around the many floors of EMAP Images (or in the houses of its staff). And that's before you even start covering COMPUTER games. So, instead, here's a blatantly subjective list of all my favourite games in chronological order...



1. DEFENDER/ROBOTRON 2084(WILLIAMS) - ARCADE, PLAYSTATION
In a time when there was no such thing as 'industry standards', each new Williams title was based a completely new control interface. With Robotron 2084 and Defender, Williams took the risk of assuming that the gamesplaying public were ready for a new level of control complexity. Thusly Robotron featured two joysticks (one for moving and one for firing) while Defender made use of a mind bending seven buttons! Both games combined in-depth pixel-perfect game mechanics with pure unadulterated blasting action, and represented a turning point in the evolution of videogames. All hail Eugene!

2. R-TYPE (IREM) - ARCADE
There have been countless (and I do mean countless) horizontally scrolling shoot 'em ups, of which R-Type is undoubtedly the Grand Daddy. My favourites include Gradius, Thunderforce 3 and 4, Hellfire, Gunhed and both UN Squadron and Carrier Airwing. Still, R-Type gets the kudos just for being there first, and doing what it did so well. Bravo Irem.

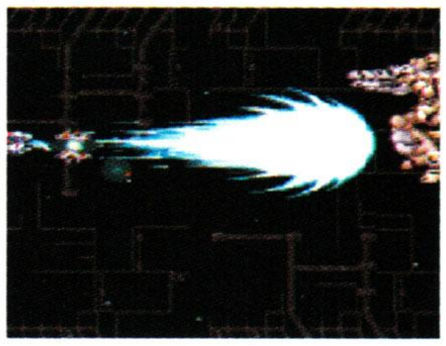
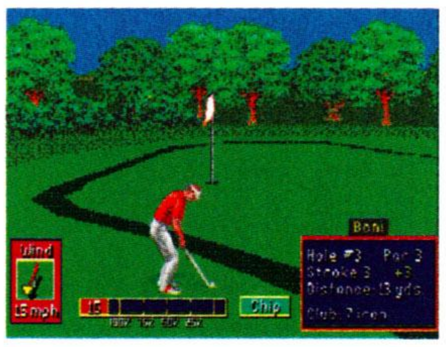
3. GHOULS 'N' GHOSTS (CAPCOM) - ARCADE, MEGADRIVE
It wasn't just the addition of new features or abilities that made Ghouls'n'Ghosts such a significant improvement over its predecessor. It was the design of the whole thing. With Ghouls 'n' Ghosts Capcom came as close to creating the perfect arcade platform game as anyone ever has. The precision control, imaginative level design, rewarding gameplay, brilliant structure and balanced difficulty curve are all products of sheer gaming genius. And even by today's standards the aesthetics are still impressive. An unmitigated, no-holds-barred, play till you drop, classic. Not to mention my favourite game.

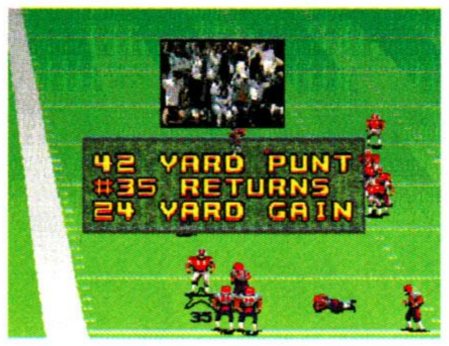
GHOULS 'N' GHOSTS!
On either side of the arcade attract sequence (middle) you'll find comparison shots of the coin-op and subsequent Megadrive conversion. Can you guess which is which? This game really is awesome. Track it down and buy it now you fools!

4. DEVIL CRUSH (TAKARA) - PC ENGINE
Quite simply the greatest videogame pinball simulator of all time. Most challengers cannot hold a candle to Devil Crush's majestically designed fantasy table, replete with multiple flippers, bonus stages and hundreds of bizarre touches that made playing it such a joy. The ball bearing action was also pretty realistic, right down to the bit where the ball shot straight down the middle every time I was doing well. Bastard.

5. JOHN MADDEN'S AMERICAN FOOTBALL '93/PGA TOUR GOLF 3 (EA) - MEGADRIVE
While the Megadrive was still in its infancy, Electronic Arts surprised everyone by releasing an all conquering barrage of quality sports titles that included two of the greatest sports simulations ever devised! While,admittedly their single player mileage was limited, their near infinite multi-player depth more than made up for this defect. However, while the PGA series just seems to go from strength to strength, the introduction of the weak Bill Walsh College Football game-engine into the Madden series from '94 onwards insured that Madden's 93 remained the pick of the bunch.

TOP RETRO ACTION
From left to right: R-Type, PGA Tour Golf 2, John Madden's American Football and Street Fighter 2. These games are all classics. You really should own them.



6. STREET FIGHTER 2 (CAPCOM) - ARCADE
When I say Street Fighter 2, I include all of its incarnations up to Alpha 2, which (aside from Super Street Fighter 2), have each been progressively better. However, the original gets the credit, if only for being such a quantum leap over everything else at the time. With Street Fighter 2 Capcom engineered the most perfect marriage of game mechanics, challenge and depth that the industry has ever seen, and needless to say EVERY beat 'em up since owes a huge debt to SF2.I can't wait for a 2D SF3!

7. TETRIS (NINTENDO) - Gameboy
The title that sold a million Gameboys, and a sure-fire contender for 'greatest puzzle game ever'. Anyone who's played Tetris for any length of time (particularly in two player mode), will know that even though the premise is mindbendingly simple, the end result is more addictive than crack!

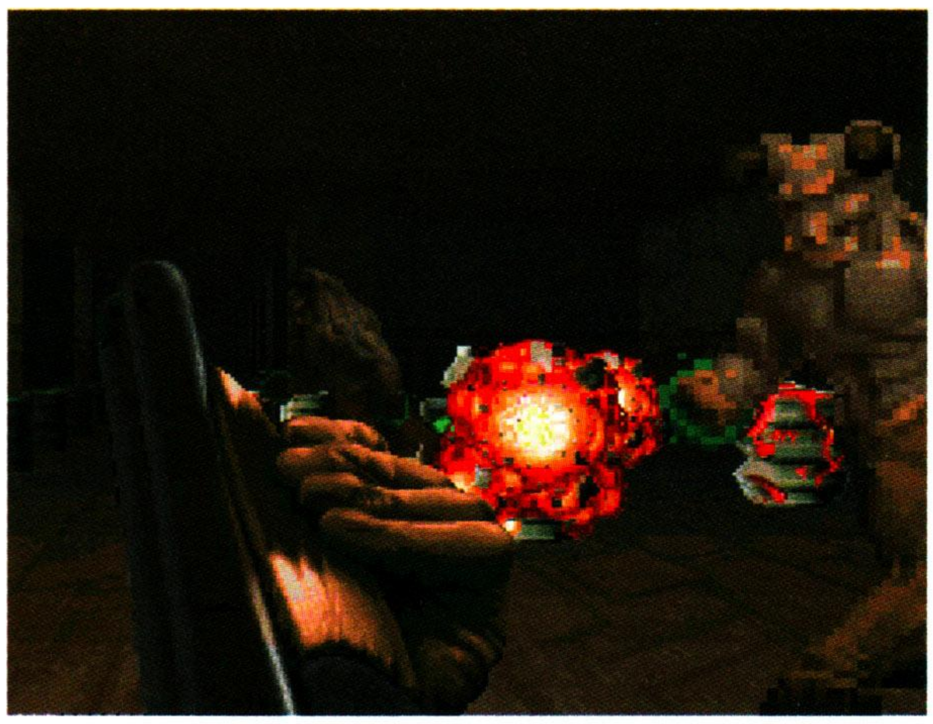
8. SUPER MARIO BROS, 2, 3, IV AND YOSHI'S ISLAND (NINTENDO) - NES, Super NES
ALL of the Mario games are AAA classics and receive an unreserved **MAXIMUM** recommendation, particularly Super Mario IV which represents (in my opinion) the absolute pinnacle of 16-bit platform games (though some argue that Yoshi's Island is technically superior). Whichever you prefer, there's no denying that all the Mario titles are absolutely essential gaming, combining balanced play mechanics, surreal imagination and technical innovation into a magical cocktail that only the wizard Miyamoto would be capable of conjuring. I'd love to take a walk around his brain.

JOE AND MAZZER!
Experienced Mario Karters wil always play as Bowser (middle left). Meanwhile, Revenge of Shinobi is a title that should appear in everyone's collection.

9. SUPER MARIO KART (NINTENDO), Super NES
More of an action title than a driving simulation, nevertheless Super Mario Kart features some of the most balanced, in-depth vehicle handling mechanics yet seen. The weapons system is brilliantly implemented, the track layouts are superbly crafted, and as usual Lord Miyamoto was at hand to add an abundance of quirky gameplay touches. In the top five games of all time.

10. LEGEND OF ZELDA/FINAL FANTASY VI (NINTENDO/SQUARE), Super NES, Gameboy
Both titles represent different, but equally brilliant, pinnacles of the RPG genre. While Zelda is the greatest action/adventure title ever devised (sorry, Secret of Mana fans!), FFVI is undoubtedly the king of the number driven RPG. Interestingly, the Gameboy version of Zelda (Link's Awakening) is arguably better than the Super NES version, featuring one of the most perfectly constructed quests ever!

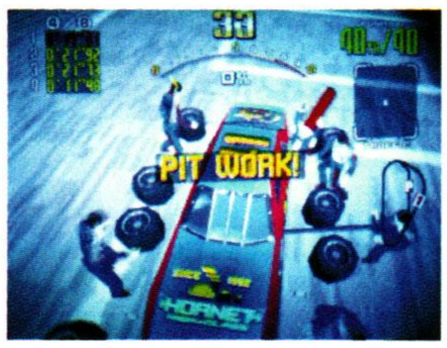
11. OUT RUN/POWER DRIFT (SEGA) Arcade
Out Run fans worldwide are getting pretty excited about the recently announced Sega AGES catalogue and rightly so. Out Run was a revelation in arcade driving sims, featuring miles of top driving action combined with technologically advanced roadside sprite scaling! The later Power Drift was equally as impressive, though never received the recognition is deserved.

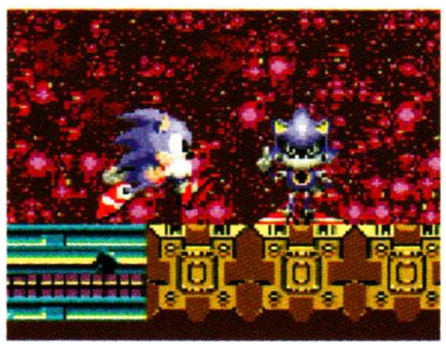


12. REVENGE OF SHINOBI (SEGA), Megadrive
An odd choice perhaps, but one of my personal favourites. A side scrolling action platform title par excellence, Revenge of Shinobi saw the return of 'rent-a-ninja' Joe Mushai battling his way through eight levels of tricky arcade quality action, dealing death to such surreal foes as Godzilla, Batman and Spiderman!

13. DOOM (id), PC
Id reinvented the first person perspective shoot 'em up with Wolfenstein 3D, then went on to achieve world domination with Doom - a terrifying, all action, no-holds-bared festival of violence. Although later superseded by its sequel and derivative clones Doom is still as playable as the day it was released, and many (including myself) argue that it still plays the best game of deathmatch around.

SEGA EXTRAVAGANZA!
Left to right: Daytona USA, VF2 and SonicCD. SonicCD is the best Sonic game, while the Daytona sequel is set to be the first Sega racer to use the new Model 3 board.





14. DAYTONA USA (SEGA), ARCADE
You can keep your Sega Rally, your Manx TT and your Rave Racer. For me there is only ONE definitive arcade racer and that's Daytona USA! Gobsmacking polygon visuals, ace cheesy tunes (day-toe-hone-ar!)and rock'n'roll gameplay all combine to make the most entertaining, fender jostling, driving sim ever.

15. VIRTUA FIGHTER 2 (SEGA), ARCADE
Sega pioneered the 3D fighting game with Virtua Fighter, then one year later took the concept to a new level with the superlative sequel VF2. While VF2 was undoubtedly a graphical masterpiece, the beauty was more than skin deep. A triumph of depth, precision and technique, VF2 has seen of all challengers over the past two years to retain its title as the greatest beat 'em up of all time. Until VF3 that is...

AND THE REST!

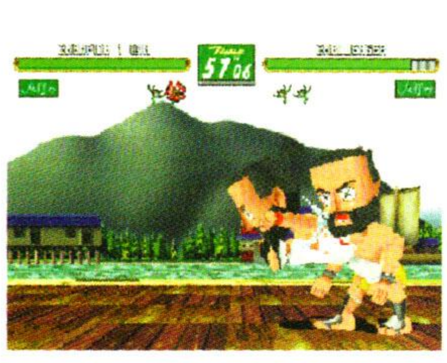
Castlevania 4 (Konami), Micro Machines 2 (Codemasters), Sensible Soccer (Sensible), Mr. Do (Universal), PilotWings (Nintendo) , F-Zero (Nintendo), King of Fighters '95 (SNK), Super Tennis (Tonkin House), Sonic CD (SEGA), Final Fight (Capcom), Streets of Rage 2 (Sega), Command & Conquer (Westwood), Lemmings (DMA)

UNDER THE INFLUENCE

Although these games don't quite qualify for the MAXIMUM hall of fame, their influence and contribution to the industry cannot be understated. They are in all, in their own way, genre shapers.

1. Pong - (Atari)
2. Space Invaders (Taito)
3. Asteroids (Atari)
4. Scramble (Atari)
5. Pengo - (Taito)
6. Commando - (Capcom)
7. Battle Zone - (Atari)
8. Xevious - (Namco)
9. Pole Position - (Namco)
10. Operation Wolf - (Taito)
11. Pac-Man - (Namco)

Virtua Fighter Kids: It is coming out!



Despite some reservations from parts of Sega Europe, it has been revealed that the forthcoming conversion of the ST-V based Virtua Fighter Kids will receive an official UK launch around September time. The game was a big part of Sega of America's vast Virtua Fighter attraction at the recent E3 and despite its lack of new thrills, Kids still proved to be incredibly popular.

Originally designed to maximise Virtua Fighter's appeal to a broader age range in Japan and the Far East, Virtua Fighter Kids is a subtle remake of Virtua Fighter 2. Of course, the big difference is in the characters and backdrops. A smart, super-deformed look characterises the new 3D models, which benefit greatly from the high-resolution ST-V graphics. The backdrops too benefit from a childlike approach - nice touches like a great cuddly toy replacing the idol on Akira's background are delightful. The sound has been totally remixed too, with cute tunes replacing the originals. People disappointed with the poor quality of the sound effects in the Saturn conversion of Virtua Fighter 2 should be pleased to hear that a complete reworking has been achieved, with the new effects in Kids bearing an uncanny resemblance to the powerful noises emanating from the original Saturn conversion of Virtua Fighter (that's good by the way).

UK release for Virtua Fighter Kids confirmed! Yes, it's VF2 - but with all manner of enhancements!

VIRTUA FIGHTER Kids spearheads an all-new AM2 assault on the Sega Saturn. Within the pages of this news section you'll find exclusive shots of the Saturn conversion of Fighting Vipers (which looks exceptionally smart indeed) along with a quick hands-on playtest of Virtua Cop 2 - the other AM2 project.

Also slated to be big is the new version of Daytona USA, currently being prepped by the CS team responsible for the uncanny conversion of Sega Rally Championship.

MAXIMUM can reveal that the game promises to include a total of five or six tracks (three arcade tracks along with two or three new ones)plus a completely redesigned graphics engine. A spruced-up Rally 3D engine should provide super-smooth 30 frames per second action.

Split-screen two-player (what? no link-up?) action is also guaranteed to hit the final product, which should arrive in the UK market in time for Christmas.

But what of the actual gameplay? Is VF Kids simply a sad rehash of VF2? Well, yes and no. In terms of moves and characters, VF Kids is in no way different to the established AM2 classic. However, the gameplay has been boosted in a number of different ways. For starters, there is a choice of Normal and Kids modes. The former is VF2 as we know and love it. Kids offers a slightly rejigged control method, which makes things a lot more simple for younger gamers to get to grips with (this mode is unique to the Saturn version). The big difference is in the speed of the game. Virtua Fighter Kids runs a lot, lot faster than VF2, allowing for some rather fast and indeed furious gameplay. **MAXIMUM** also noted that it was a lot easier to chain together hits - especially when switching from a reverse position into a PPPK combination. Also of note is the new range of excellent expressions on the faces of the VF Kids - when a new challenger joins you, the fighters turn and face the screen with a surprised look on their faces. Fighting Vipers style mini-replays during the bout have also made an appearance. Each character has a couple of key moves which once successfully performed on a opponent, produce a quick replay from a multitude of angles. In keeping with the "Kids" approach, these moves aren't exactly difficult to produce.

HEAD-ING FOR DISASTER
Obviously the big visual difference in VF Kids is with the heads of the characters. Since they are so vast, completely new collision detection has been incorporated. This means that there's scope for new combo potential, although the majority of the old ones seem to work too.

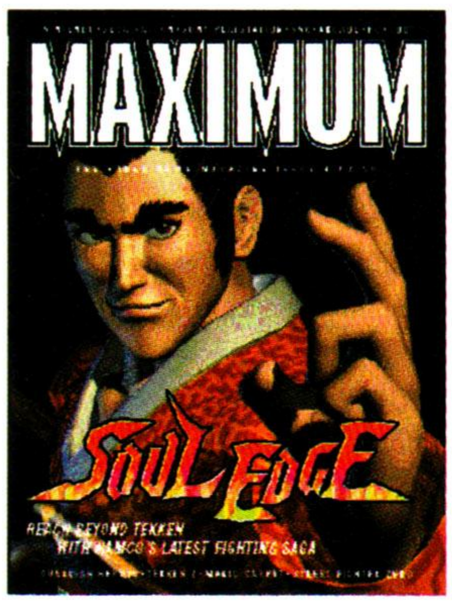
At the E3, both the arcade and a Saturn conversion were on show (which was, unsurprisingly, totally arcade perfect) and combined with Virtua Fighter 3, it was clear that the series is still a key component in Sega's onslaught. Just after the show, Sega Europe announced that they would be granting Virtua Fighter Kids an official UK release. Just like Virtua Fighter Remix last year, expect to see the game hitting the shelves in some kind of limited edition deal, priced at around £30. For VF fans who recently acquired a new, cheaper Saturn, this could well turn out to be a rather fine investment.

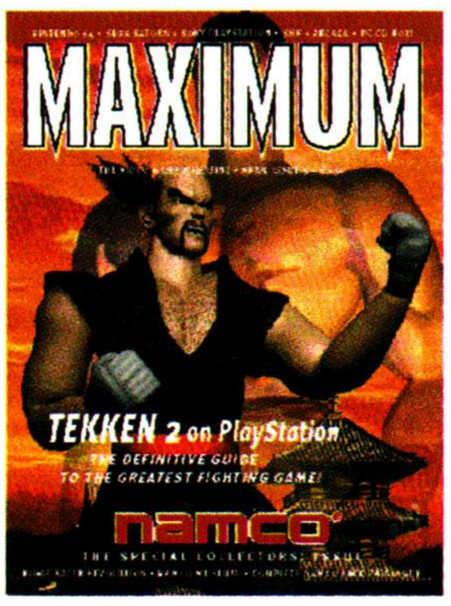
MAXIMUM BACK ISSUES

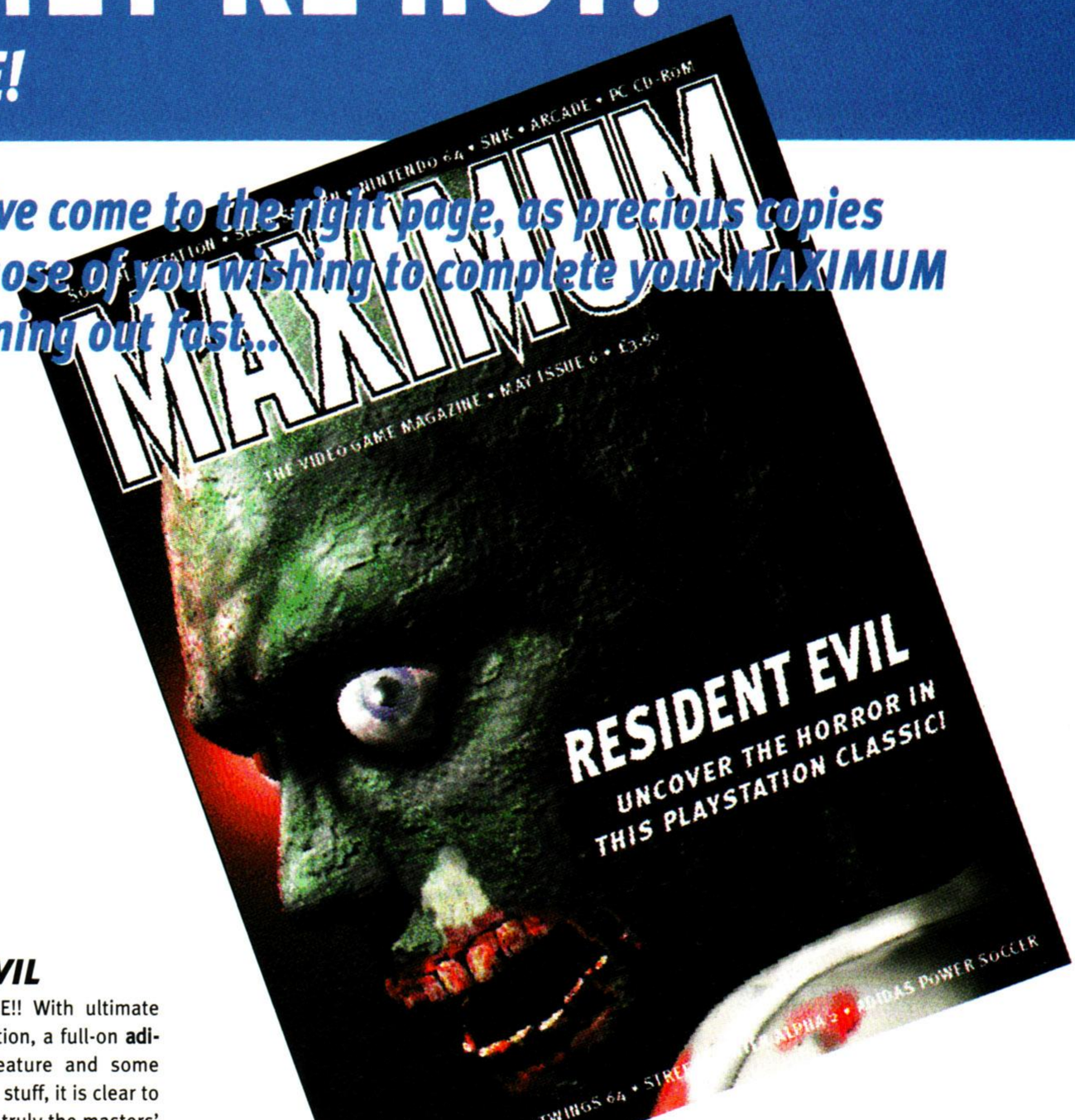
GET 'EM WHILE THEY'RE HOT!

ORDER YOUR PAST ISSUES WITH HASTE!

Looking for a back issue of MAXIMUM? Well, you've come to the right page, as precious copies that you may have missed are now available for those of you wishing to complete your MAXIMUM collection. But hurry now, as these issues are running out fast...







ISSUE #4 - SOUL EDGE

We check out Namco's new sword fest, **Soul Edge** in true gratuitous style. Treasure's classic; **Guardian Heroes**, also features, whilst Geese Howard returns in **Real Bout Fatal Fury**. We also inform you of all **Doom's** secret levels! **PLEASE NOTE: VERY LIMITED STOCKS EXIST SO PHONE FOR AVAILABILITY!**

ISSUE #5 - TEKKEN 2

The special Namco Collectors' Issue kicks off with the largest PlayStation **Tekken 2** guide you've ever seen! 40 pages of information detailing 20 characters and a full moves list. And while we're on the subject, there's a **Ridge Racer Revolution** guide. Plus: **Vampire Hunter! Panzer 2! Gun Griffon! Quake!**

ISSUE #6 - RESIDENT EVIL

In a word: AWESOME!! With ultimate **Resident Evil** information, a full-on **adidas Power Soccer** feature and some **Street Fighter Alpha 2** stuff, it is clear to see that **MAXIMUM** is truly the masters' mag! Plus: **Gun Griffon! Tekken 2! Duke Nukem 3D! Ultimate Mortal Kombat 3! Panzer Dragoon Zwei** and **more!**

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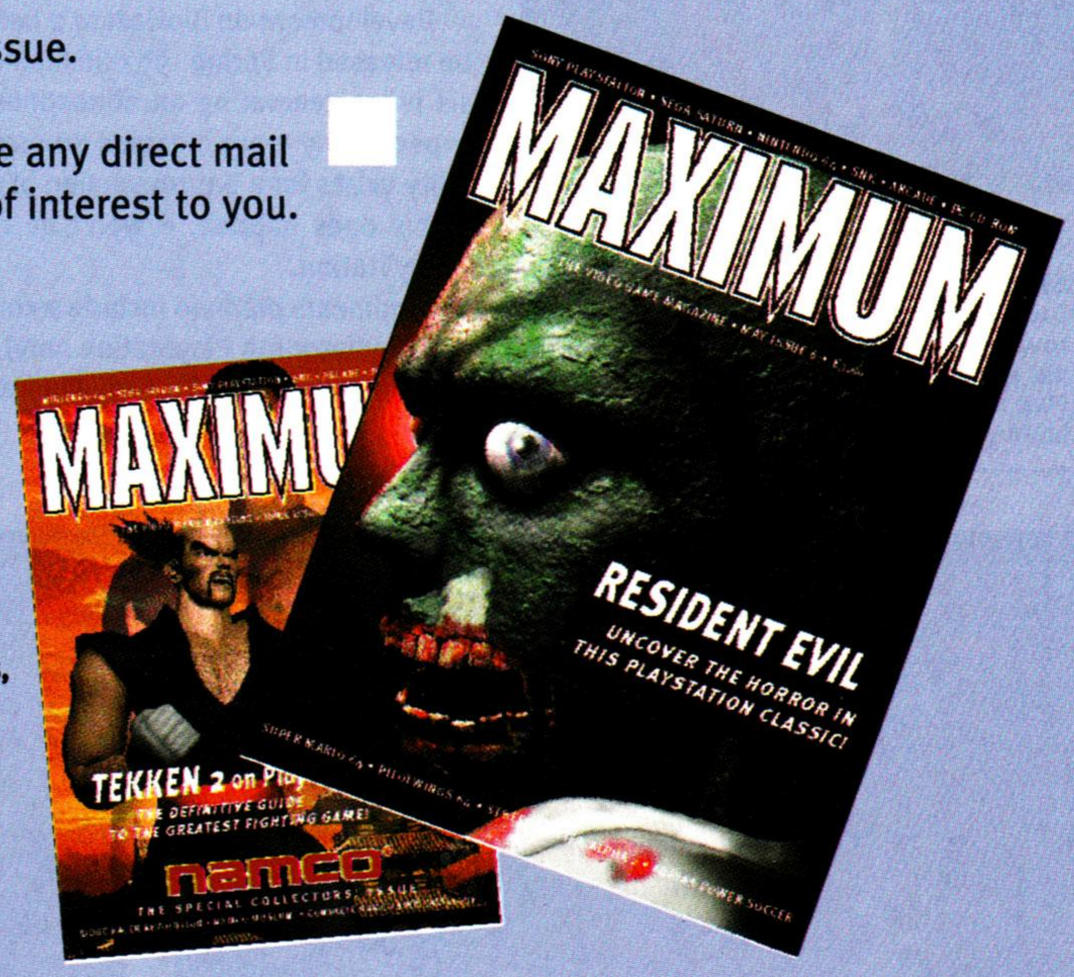

MAXIMUM NEWS

AC CAPCOM

PLENTY OF EXCLUSIVE CAPCOM INFO INCLUDING...
STREET FIGHTER III!

AVAILABLE CHRISTMAS IN **UK** ARCADES

STREET FIGHTER THREE LATEST!

EXCLUSIVE CAPCOM PRODUCT LINE-UP FOR THIS YEAR!!

A HUGE AMOUNT OF CAPCOM PRODUCE IS PLANNED FOR RELEASE IN THE REST OF THE YEAR.
A RANGE OF AWESOME HOME GAMES AND STUNNING NEW ARCADE GAMES ARE ANNOUNCED IN THESE PAGES FIRST!!

***Literally as* MAXIMUM** went to press, we visited Capcom in Japan to discuss home projects with the R&D department. Just like the Namco information on this page, we just didn't have the time to print the entire interview, but the main points discovered were:

* For the arcade, Capcom have three major projects in production. A new Marvel Super Heroes project is in the initial throes of development, as is a third DarkStalkers game. The big news though, is of course, Street Fighter 3. The game is currently 50% complete and is NOT 3D. However, the 2D in the game is said to be of such a quality that it cannot be replicated on the current batch of home systems! The game is using a new board as a base (there are rumours of "CPS-III" but this is unconfirmed). At this stage, we are told that only Ryu and Ken will make it in to the game from the current cast of Capcom characters - the rest are all-new. Expect the game to be revealed at this year's JAMMA Show in September and rolled out before the end of the year.

Star Gladiator, Capcom's first 3D fighter is now 90% complete and should be in arcades soon. It boasts 30 frames per second action and features characters that can move in true 3D and move behind other characters with ease.

For the home, the last Street Fighter game to be released on Saturn and PlayStation is currently at the 80% complete stage. Street Fighter Alpha 2 is looking just about arcade

STAR GLADIATOR PLANNED FOR PLAYSTATION ONLY!
THE ARCADE VERSION SHOULD BE OUT SOON WITH THE PLAYSTATION GAME TO FOLLOW IN NINE MONTHS! MAXIMUM CAN'T WAIT FOR THIS ONE!!
SUPER-INTELLIGENT CAMERA PICKS THE BEST VIEWS FOR THE FIGHT!!

perfect, bar the omission of some frames of animation. Both games are near completion, but the Saturn version will become available first.

Sticking with the home side of things, Capcom told us that CyberBots and Marvel Super Heroes are still very, very early on in development indeed. CyberBots definitely won't be converted for the PlayStation.

Development on BioHazard 2 has just begun and should be released in Spring 1997 (in Japan). This time the emphasis is on generating an atmosphere of unbridled terror - expect many more meanies on-screen at once! The possibility exists for a Saturn version of the first BioHazard, but if this does happen, it won't be released until after the sequel hits PlayStation.

Future developments planned include a conversion of Alien versus Predator, Star Gladiator (on PlayStation only) and a secret new game called Guyferd, based on a hit TV series in Japan.

SF2 ALPHA...
Details exposed: SF2 Alpha will have some animation missing but the gameplay will be IDENTICAL! Plus: it will be the last SF game to hit PlayStation or Saturn!

GLADIATOR ACTION!
The final arcade version of Star Gladiator features slightly revised graphics from what was shown in the last issue of this esteemed magazine. Some of the characters now feature a more human-like appearance.
However, the gameplay remains essentially the same with Capcom confident that their 3D game actually plays out like a real fight in three dimensions. You can dodge around opponents and counter-strike for example.

Last minute NAMCO news extra! Read all about it!!

Just as this issue of **MAXIMUM** closed, our Japanese correspondent visited Namco HQ to talk with the developers of Tekken 2. We haven't got the time or the space to include the entire interview as we has originally hoped, but the following details can be revealed:

When converting System-11 games and Tekken 2 in particular, a great deal of change takes place between the code. The arcade board is not limited by internal memory in the same way as the PlayStation and with Tekken, the arcade data was roughly twice the size of the final PlayStation code. Around 50% of the development time was spent rewriting code so that it would hit in the PlayStation's memory.

The characters in Tekken 2 are composed of around 800 polygons and it took the development team between three days and a week to model the character. Incidentally, Roger the Kangaroo originated as a personal project for one development team member who took the tools home and created him in his own time. Showing his team colleagues the final result, they were sufficiently impressed to keep him in the game!

NO MORE TEKKEN IN MAXIMUM EVER!! SORRY FANS!!
KEEP PLAYING NAMCO PRODUCTS KIDS! THEY ARE REALLY GREAT AND SUCH NICE PEOPLE!
TEKKEN 3 IS GOING TO BE ONE AWESOME GAME! HOW CAN NAMCO IMPROVE ON T2?

Two ideas which didn't make it into the final game: a mode where speech bubbles appear, producing messages like "ouch!" and other amusing notes. Also lacking was a customise fighter option which would have enabled you to choose the techniques you wanted from the current fighters and build your own "ultimate fighter".

Regardless of what didn't make it in, the team were very happy with the final result. The number of selectable characters and combos gives the game depth which should keep people happy for months. Even with the same character the control of attack combos differs not only for each opponent but also for where you hit the opponent. Basically, the more you learn the better it gets.

The team have now moved on to the development work required for Tekken 3 (which is a provisional title).

MAXIMUM NEWS

SS SEGA

SHOULD MARIO BE WORRIED?
NIGHTS
AVAILABLE IN **SEPTEMBER**, PRICE TO BE ANNOUNCED

NIGHTS TO BE HERE

Go, Sonic Team, Go!

AFTER WINNING THE MEGADRIVE WAR HANDS DOWN WITH THEIR HEDGEHOG ANTICS, THE SONIC TEAM HIT SATURN WITH A MOST UNUSUAL, YET HIGHLY IMAGINATIVE PLATFORM GAME! AND IT'S LOOKING VERY, VERY SPECIAL INDEED...

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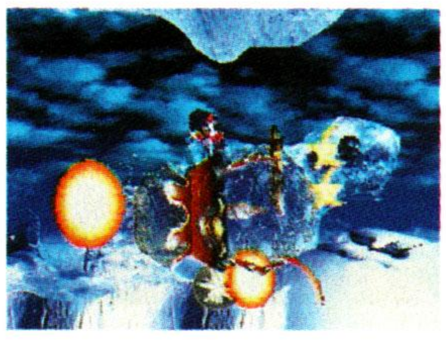
Over five years ago Sega turned around the battle against Nintendo and the Super NES with an inspired platform game called named Sonic The Hedgehog. The prestigious porcupine captured the hearts and minds of children all over the world, and went on to star in numerous sequels all of which achieve record breaking success. Such was the popularity of Mister NeedleMouse that he was adopted by Sega as their main mascot (after dumping Alex Kid and Wonderboy), leading to all kinds of licensed Sonic franchise including a comic book and cartoon series.

The creators of Sonic The Hedgehog - Sonic Team - helped to produce three of the many Sonic sequels and conversions (Sonic 2, 3 and Sonic & Knuckles) before disappearing from the public eye some two years ago. Now they're back on the scene with a new game and a new character who looks to be every bit as incredible as his spiky blue predecessor. Are you ready for Nights?



DREAM ON!

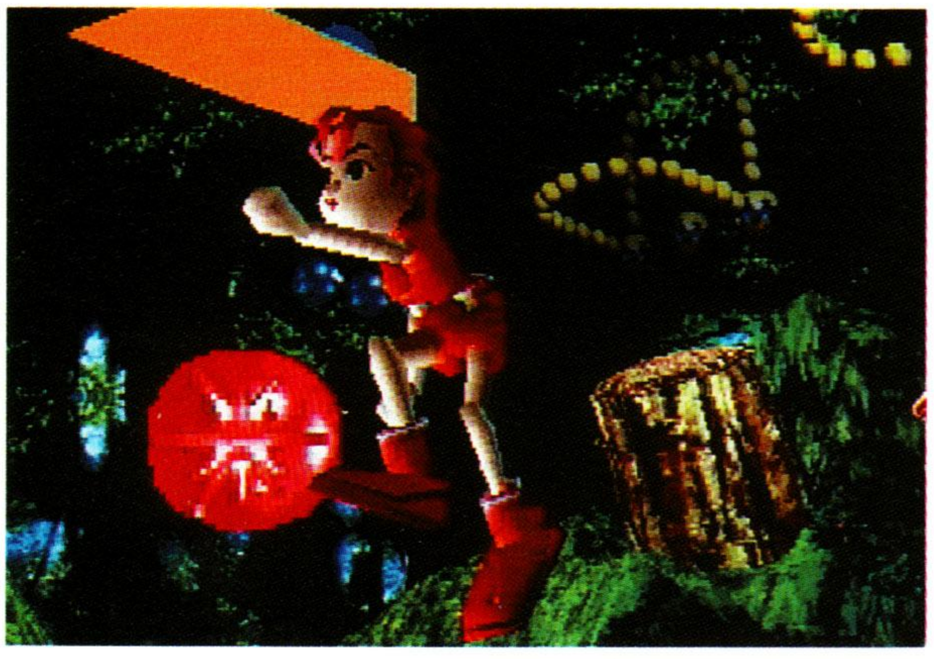
The story behind Nights revolves around the twin dream worlds of Nightopia (nice dreams) and Nightmare (nasty dreams). For centuries the two forces have lived in balance, co-existing in symbiotic harmony, until the arrival of an ancient Nightmarian named Wiseman.

IT'S BEEN A LONG TIME COMING BUT THE NEW SONIC TEAM PROJECT HAS FINALLY BEEN REVEALED... AND AS EXPECTED, IT IS UTTERLY SENSATIONAL TO BEHOLD

Wiseman's power was so great that he was able to bridge the gap between the two worlds, and then, using an army of evil Nightmarians that he himself created, launch a vicious assault on Nightopia in an attempt to conquer the world and tip the balance in evil's favour. However, one of Wiseman's generals, a mischievous Nightmarian aptly named Nights, refused to accept orders from anyone and rebelled against Wiseman's plans. As a punishment Wiseman consigned Nights forever to prison of sleep, a place where he could see both worlds, but never effect either of them.

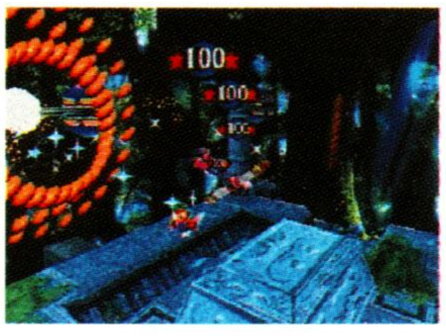
Back in the real world, two teenagers named Elliot and Claris have both been suffering from nightmares. These children are special, and posses small quantities of red ideya (courage) which allow them to face off against the horrors that lurk inside the world of dreams. One night, they meet up with the imprisoned Nights and strike a deal. If they'll help him escape from the prison, he will help them to free their red ideya and defeat Wiseman.

LIGHT SOURCING
PlayStation has built-in light sourcing. The Saturn hasn't. However, Nights manages it somehow, probably due to the genius of the Sonic Team's 3D coders.



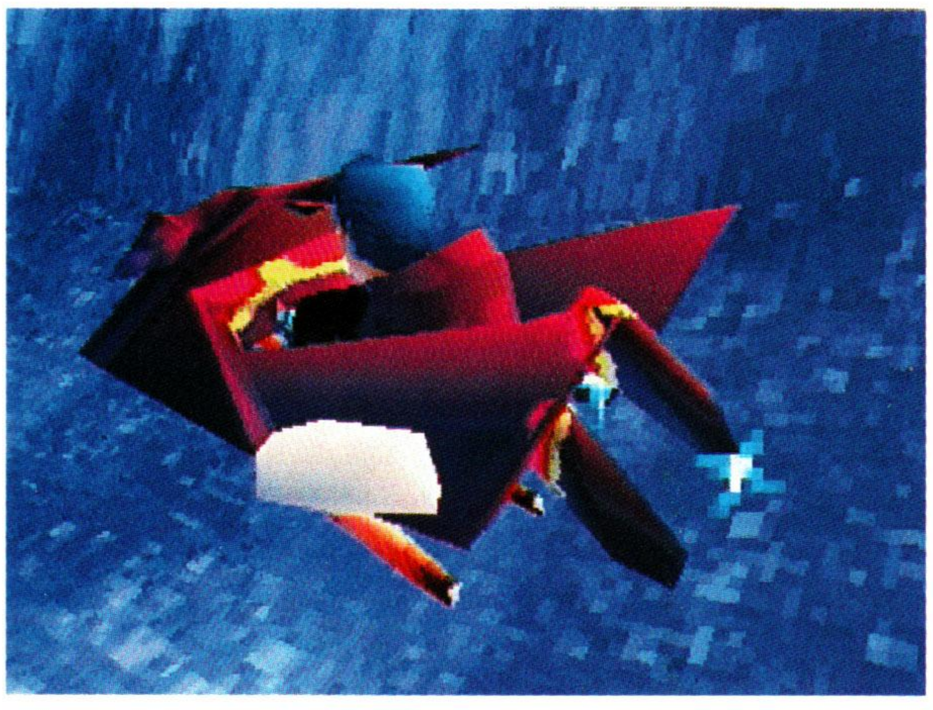
A VISUAL BANQUET!

Take a look at those screenshots. Impressive aren't they? Unfortunately, what these screenshots can't convey is the incredible fluidity of the animation, and the graceful way in which it all moves. It's a cliche, (in fact, its a cliche to say it's a cliche), but you really can't appreciate the true quality of these graphics until you see them moving. Nights is like nothing you've seen before. Well, maybe it's a bit like Super Mario 64. But with a character and feel all of its own. Panzer Dragoon Zwei proved that the Saturn was capable of incredible polygon 3D visuals, but Nights takes this to the next level. Get ready to be gobsmacked!



MY HEAD IS SPINNING
The landscape spins below Nights as he takes to the skies and flies through the hoops. The spectacle of this game is frankly outstanding.

IS IT A BIRD?!
In the above picture, Nights is flying about at maximum speeds, about to turn 90 degrees "into" the screen to fly through those hoops there in the distance.

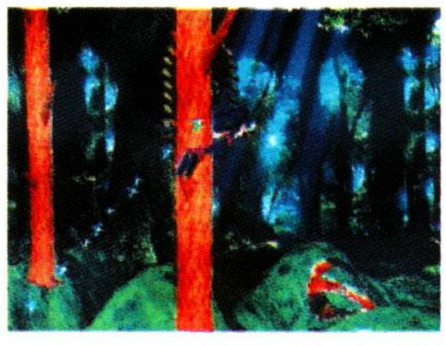


Meet the cast...

NIGHTS
Nights is a super Nightmarian created by Wiseman to aid in his attack on the dream world of Nightopia. However, Nights rebelled against his master, and was banished to the Prison of Sleep. Nights possess incredible powers, including the ability to fly, morph shapes and create a vortex in his flight tail that sucks in and destroys any nearby Nightmarians.

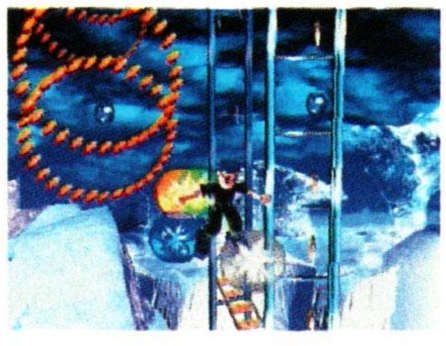
ELLIOT
Hailing from the fictional town of Twin Seas, Elliot is a 15-year-old basketball champ who is being bullied at school by his older peers. These occurrences of abuse are giving him regular bad dreams and he needs Nights to help restore his courage so he can face the bullies.

CLARIS
Claris is the complete opposite of Elliot, hailing from a artistic family and pursuing a career in theatrical dancing. But her spoilt lifestyle means she hasn't developed the courage to face things herself, and as her first big public appearance approaches she has nightmares about failing. With the help of Nights she means to overcome her feelings of stage fright and deliver a show stopping performance.

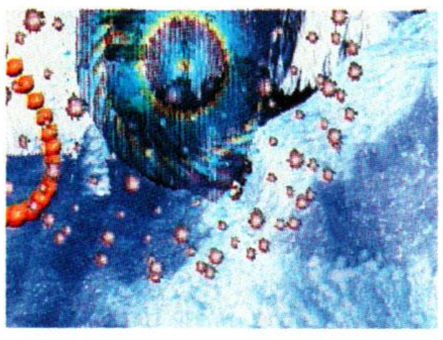


NIGHTOPIANS
Nightopians are the cute and cuddly inhabitants of Nightopia (doh!), similar to the Flicky birds that roam around the Green Hill Zone in Sonic. However, in Nights Sega have developed a system of artifical intelligence that they call the A-Life system, whereby the Nightopians live, multiply and act differently every go, depending on your actions. This adds to the replayability of the game considerably, as you can never quite predict the direction or actions of your own pet race. Genius!

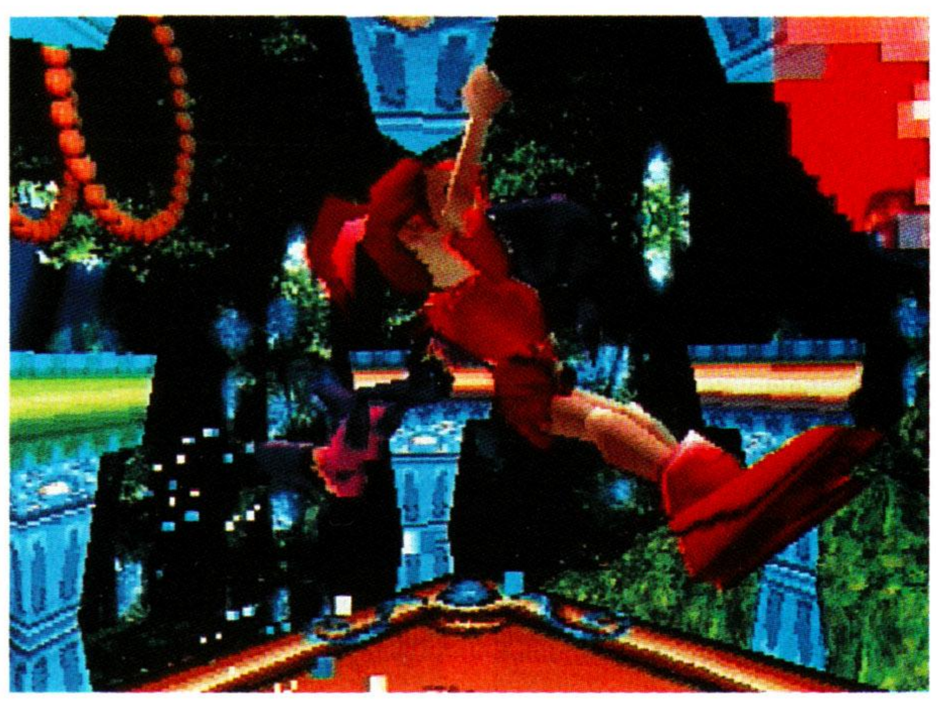
TAKE TO THE SKIES
Most of the screenshots released by Sega of Japan to date show Nights flying - where the game looks most spectacular. But you really should see it moving.



NIGHTMARIANS
The bad guys. These comprise Wiseman's army in its entirety, and its your job to defend the Nightopians from destruction at their hands. Not much information has been revealed about the specific Nightmarians, though you can get an idea of what they look like from some of these grabs.



CRAZY NIGHTS!
Nights moves and flies in a completely unique way, best described as a cross between Sonic The Hedgehog and Echo the Dolphin. The speed at which he travels and the amount you depress the D-pad effects the angle of his turn, and so to allow for precise control Sega of Japan have created a new analogue Saturn pad to coincide with the release of the game. The main analogue controller (placed above the traditional D-Pad) resembles a thumb sized trackball, with a self-centering mechanism. This makes the control of Nights much smoother and easier, and contributes significantly towards the 'weightless' feeling of dream flight. Aside from flying there are tonnes of other cool techniques that Nights can utilise, including an aerial Drill Spin move or the use of environmental objects (such as trees) to grab and spin around. However, by far the most impressive, not to mention the most useful of Nights abilities is the para-loop. By performing a loop the loop, Nights' flight trail crosses over itself creating a void inside the circular gap which sucks in all enemies in the nearby vicinity. Nights can also grabs enemies before performing the spin to ensure they get caught in the void.



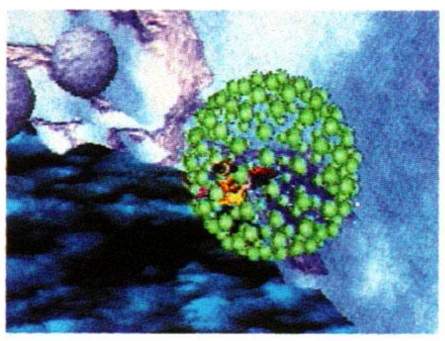
Gameplay?!!

Nights is an unusual game. And as such it plays in an unusual fashion. Each of the games stages (it looks like they'll be six 'zones' in the finished product) follows a fixed pattern, which goes something like this:

1. PICK YOUR CHARACTER
At the start of the game you get to choose from between Elliot or Claris. We're not sure whether they will have different physical abilities, but we do know that their are several levels specific to each character, thus adding to the challenge and replayability. Sort of like that old Mickey Mouse Megadrive title World of Illusion. Only loads better.

2. FIND NIGHTS
However you choose to play as, your next step is to follow the arrow through the level to Nights prison of sleep. This involves a more traditional platform approach, as you traverse the undulating landscape with nothing but a drill dash to defend yourself against the hordes of Nightmarians. Your character remains in the centre of the screen, with the landscape and perspective moving around them as they walk.

IN A WORD: AWESOME!
Nights uses the full power of the Saturn's 2D and 3D processors, with every effort made to use the multiple playfields and sprite capabilities in addition to the 3D might seen on the bulk of the landscapes themselves. As Darth Vader might say, "Impressive. *Very* impressive."



3. BECOME NIGHTS
After Nights has been discovered, you must hop into his prison to merge with him (honest !) and set him free. Once released, Nights takes to the sky and is granted complete (well, relative) freedom of the level, flying around the environment (using predetermined flight paths), combating Nightmarians and collecting power orbs. When you've collected enough orbs, you can use them on a floating green balloon to free an imprisoned Ideya. These Ideyas are then used at the stage's 'temple' to open up new flying routes throughout the level. Confused? Don't worry, it'll make sense when you actually play the game.

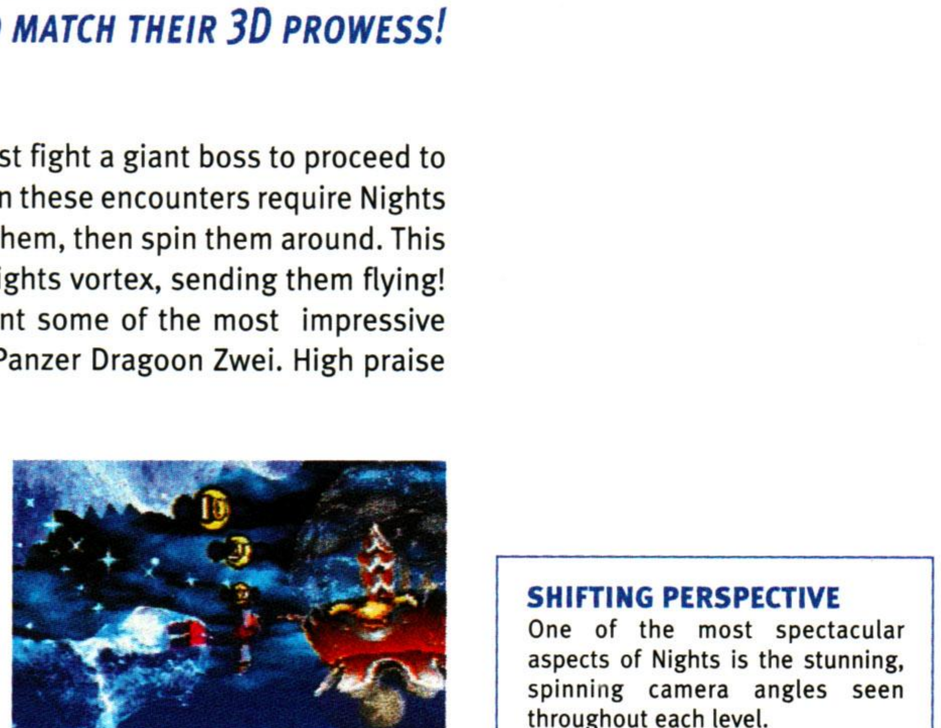
Nights is the stunning debut of the Sonic Team on Sega Saturn! Their efforts will inspire others to match their 3D prowess!

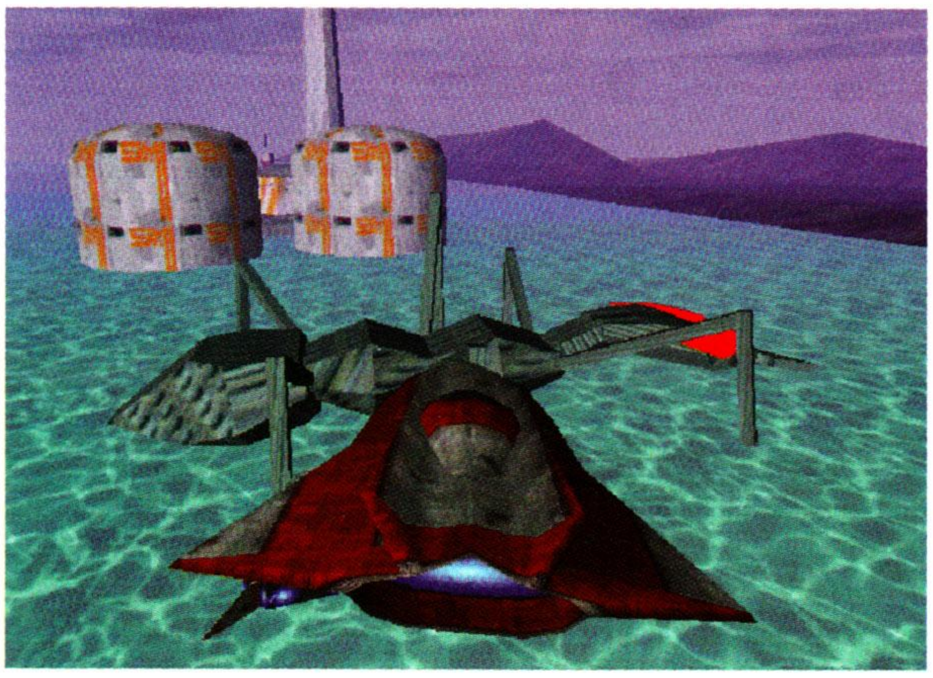
4. BOSS ENCOUNTER
At the end of every zone Nights must fight a giant boss to proceed to the next level. From what we've seen these encounters require Nights to dodge the bosses attacks, grab them, then spin them around. This causes the boss to get caught in Nights vortex, sending them flying! The bosses are huge, and represent some of the most impressive polygon monstrosities seen since Panzer Dragoon Zwei. High praise indeed for a video game.

SHIFTING PERSPECTIVE
One of the most spectacular aspects of Nights is the stunning, spinning camera angles seen throughout each level.

What has been revealed to date then?

LEVEL HEADED
There were three levels on display in the version of Nights that we saw: Spring Valley (a snow-capped mountainous level with hills and rivers), Frozen Bell (an Ice world where Nights morphs into a sled at the end) and Mystic Forest (a dense forest with a deadly swamp and an ancient ruined temple). Each of the levels is supposed to represent a dream world created out of Claris and Elliot's subconscious, and thus they feature plenty of surreal touches that would only occur in 'dreams'. For instance, the Mystic Forrest is (in Sega's words) 'created from a fusion of quiet forests with street signs'. Weird me out!



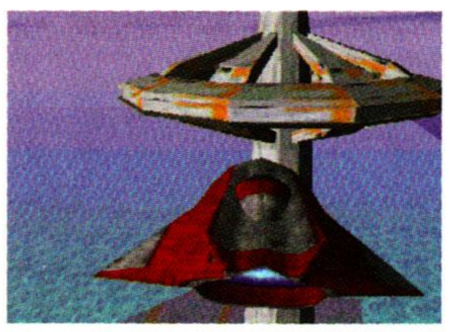


Boost your PC's 3D performance with PowerVR!

While the PC may be able to run pseudo-3D games like Doom and Magic Carpet with relative ease, processor intensive polygon monstrosities like Tekken 2 or Ridge Racer are another matter entirely. It's commonly assumed that such titles are the sole property of serious games machines: namely high-end coin-ops and 32 bit consoles. But all that is about to change...

POWER TO THE PC!

3D performance enhancing cards are currently all the rage in the PC world, with several competing companies producing incompatible 3D accelerators, including Diamond Multimedia's NVIDIA-based board and Creative Labs GLINT based 3D Blaster. However, the high price point of the hardware and lack of decent software support (so far) have meant that none of the products have really taken off, leaving the market ripe for the taking. Enter VideoLogic, a UK-based company who have teamed up with electronic giants NEC to provide a '3D graphics solution' that will bring REAL arcade level performance to games for the personal computer.



LANDSCAPE DEMO
Designed by VideoLogic themselves, this particular demo shows off all of the excellent 3D features contained on the super-cheap (£150) 3D board. Looks excellent.

INTRODUCING THE POWERVR

Although the PowerVR hardware has been created for use in both arcade and console systems, the first fruits of their labour will appear on (or rather in) the PC.

Based on a scalable design (meaning you can stack 'em up to effectively double, triple, quadruple, etcetera the capacity), the PowerVR chipset provides hardware support for all kinds of graphical trickery including perspective correct texture-mapping, anti-aliased textures, realtime shadows, linear MIP-mapping and both 'fog' and translucency effects. And because the PowerVR uses its own hardware Image Synthesis Processor instead of the more traditional RAM z-buffering, the card works irrespective of the PCs regular memory or graphics card. Impressed? You should be. But of course, all the specs in the world don't guarantee impressive end results. The proof of the pudding is indeed in the eating, so let's take a look at the demos VideoLogic were using to showcase the technology. All demos were run on a Pentium 133 at 640 by 480 resolution.

MINDSCAPE DEMO
Mindscape are one of the software houses producing games for the VideoLogic system. The pictures to the right show some of the 3D trickery they've been getting up to.

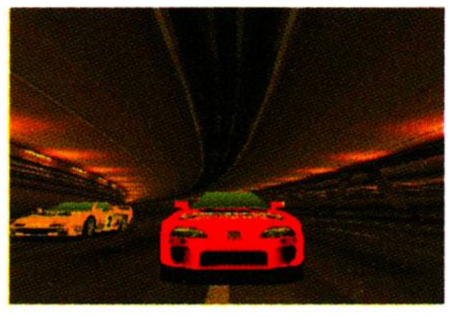
DEMONSTRATION!

The first demo comprised a free floating hi-res 3D rendition of both the VideoLogic logo and the famous Nefartiti mask. Both models could be rotated and viewed from any angle, with a variety of real time shading and lighting effects that could be applied at the touch of a button.

The second (and more game-related) demonstration was a Terminal Velocity style flight simulation that involved a beautifully rendered space craft flying around a polygon landscape. There were several impressive structures and ships dotted around the environment, and a pair of giant robotic ants follow your craft wherever you went (or at least until you shot them). The craft could soar up through the clouds into the skies, or fly right up close to a spinning tower with no performance degradation whatsoever.

RAVE RACER

By far the most impressive demonstration on offer was a near identical conversion of Namco's incredible Rave Racer coin-op, using code that took the programmers only TWO WEEKS to port over! The game ran at 30 frames per second in 640 by 480 resolution, with detail and speed that put the PlayStation predecessor to shame. Although only one track was on show in the demo, it was an incredible indication of what the hardware will be capable of when its release later this year.



MAXIMUM NEWS

PS	IT'S ABSOLUTELY FANTASTIC! **FORMULA ONE**
PSYGNOSIS	LOOK - JUST BUY IT COME SEPTEMBER, ALL RIGHT?

THE WAITING IS ALMOST OVER

Psygnosis take pole position in the battle of the road racers!

AFTER MONTHS OF DEVELOPMENT AND SEVERAL MAN YEARS OF EFFORT, F1 IS SHAPING UP TO BE INCREDIBLE. IN THIS LAST F1 REPORT, RICHARD LEADBETTER TAKES A LOOK AT THE KEY STAGES OF PRODUCTION BEHIND THIS STUNNING GAME...

Since its most humble origins over at Bizarre Creations, MAXIMUM has followed the progress of Psygnosis' Formula One as this most greatest of road racers takes shape. As the game finally reaches the end of its development cycle, we are proud to bring you this behind-the-scenes report along with a whole new batch of utterly outstanding screenshots. Make no mistake - this game is going to be a CLASSIC! If we were you, we'd reserve a copy now!

The stars of Formula One throughout the decades have been the cars - super-sleek vehicles capable of speeds in excess of 200 mph, they bring a level of excitement and technical sophistication unheard of in any other racing sport.

Obviously, if Bizarre Creations and Psygnosis were going to be successful in bringing Formula One onto PlayStation, transferring across these incredible machines with all of their power and presence intact was going to be a difficult task. Thankfully, the PlayStation's 3D power is more than up to the task of producing the goods on-screen, but the ball was firmly in Bizarre Creations' court in doing the best possible job.

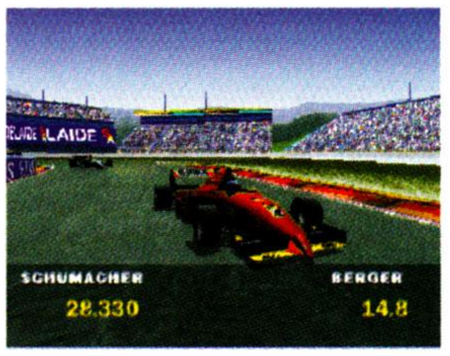
FROM CIRCUIT TO SCREEN

In bringing the Formula One cars onto the PlayStation, Bizarre Creations employed the use of a huge amount of research. Authenticity has been the keyword throughout the entire Formula One project and Bizarre have cut no corners on the racing vehicles themselves, which after all are even more important than the tracks.

THE GAME ENGINE HAS BEEN REFINED AND NOW RUNS AT OPTIMUM SPEED WITH INCREDIBLE DETAIL!

PREPARE A SPARE CHANGE OF UNDERWEAR FOR WHEN YOU FIRST SET EYES ON THE SUPERLATIVE MONACO TRACK!

The F1 teams supplied slides and diagrams of their cars, which was very helpful in building up a technically accurate image, and this invaluable source material was supplemented by photographs from Jean-Marc Labat - he is the official photographer for the "Who Works in Formula One" book. Combine all of this with the 100 hours of F1 footage residing in Bizarre's offices plus the FIA guidelines and you have the basis for what should be a near-perfect simulation.

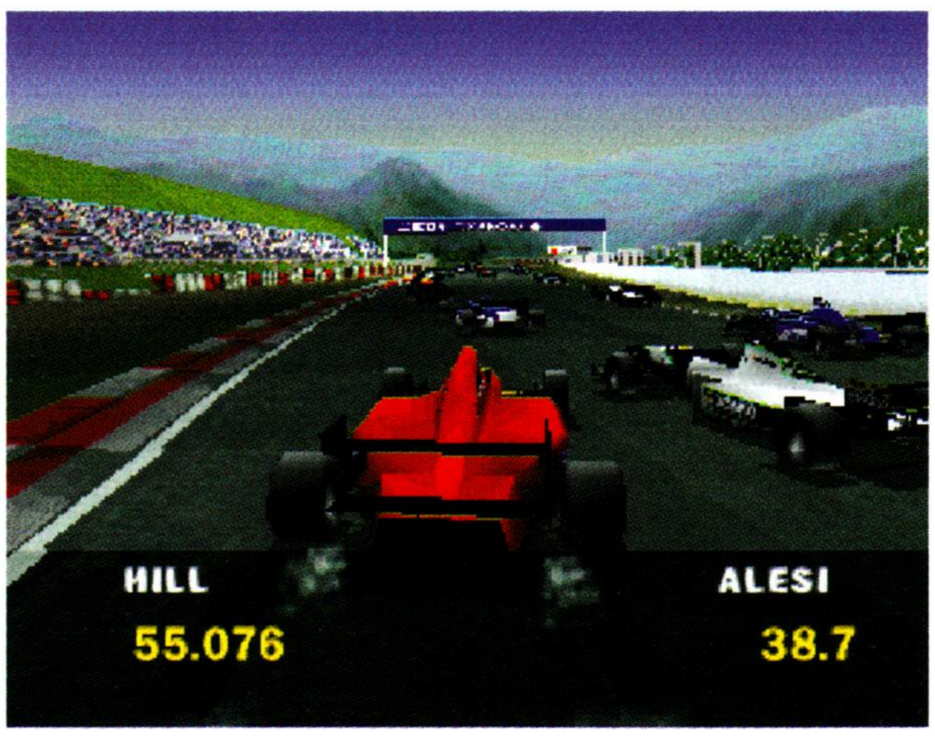


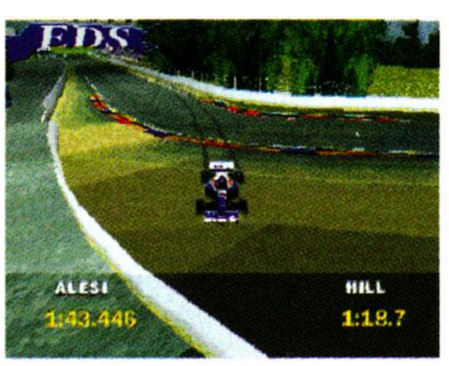
As with 3D rendering of just about any description, the cars begin their digital lives as 3D wireframe images, devoid of texture mapping. The basic chassis is around 160 polygons, and from here the graphics artists add on extra components such as the wings, wheels, struts and nose-cones. These are all individual objects as they have to be changed in appearance when they become damaged. The addition of these components boosts the polygon count considerably, and the final model is around 300 polygons in size, all of them being texture-mapped and gouraud-shaded.

It would have been easy for Bizarre to make all of the F1 vehicles identical - based around the same 3D wireframe but with different texture-maps. In actual fact, although every car conforms to strict FIA guidelines, they are markedly different when viewed at close range. Bizarre created different wireframes for every team's cars in the game - just check out the difference between the Ferrari and Williams cars to see just how different they can get.

Of course, the texture-maps change for each team, with Bizarre scanning in every sponsor logo, converting them into the game's format and then placing them on the model. Everything is authentic, although Psygnosis have stopped short at including cigarette advertising on the cars.

With a huge amount of 300-

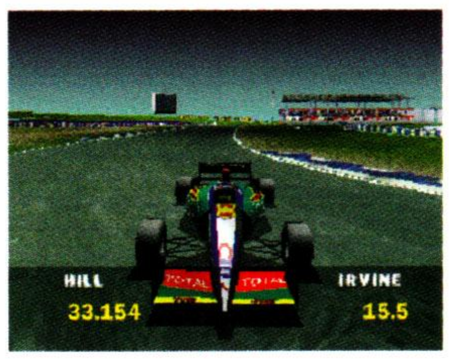




RENDER BENDER

Two sets of rendering routines are used to produce the background and the cars. And to great effect, we might add. The sheer detail and the stunning shading makes this one hell of a good-looking game.

polygon cars on-screen at any given point, you might expect the game to slow down from its admirable 30 frames per second speed. This doesn't happen. Partly, this is due to the PlayStation's 3D power, but Bizarre have taken no chances by actually creating *two* car models! At close range, you get the 300 polygon car, but at range where detail isn't so important, the game switches in a 150-poly version. It's impossible to tell the difference and frees up CPU time by a huge degree, keeping up the speed.



THE LEVEL OF DETAIL IS QUITE PHENOMENAL - EACH TEAM'S CAR IS A DIFFERENT 3D MODEL WITH INDIVIDUAL CHARACTERISTICS AND TOTALLY UNIQUE TEXTURE MAPS!

VEHICLE DYNAMICS

In keeping with the efforts to maintain realism in the game, you'll find the handling of the cars to be very authentic indeed. Again, Bizarre have drawn on actual team data from the 1995 F1 season in order to produce a realistic drive, with real life physics employed constantly. Even little touches like the vibrations as you drive over the rumble strips are mathematically precise.

The real problem with being so perfect as a simulation is that gameplay might suffer. After all, not everyone is as skilled as Hill or Schumacher, so Bizarre had to tone down the realism, to keep the game fun and enjoyable. Even taking this into account, there's also the two modes of play (Arcade and Grand Prix) plus three levels of difficulty, which should cater for all players no matter how skilled they are.

EXCELLENT AUTHENTICITY
Every effort has been made to brand this game as an officially licensed product, so even the timing sections at the base of the screen look like the TV broadcasts.

AND THE DRIVERS ARE INTELLIGENT TOO

It takes a lot of skill, experience and determination to make it into the heady realms of Formula One driving and obviously every driver has their own distinct style of racing, with some of the participants being more successful than others. Most driving games to date have featured a single, one-track artificial intelligence for the opposing drivers, which they follow religiously. Obviously including such "intelligence" in Formula One would be a great disservice to the real drivers, and Bizarre Creations would almost certainly be jeopardising the realism inherent in the rest of the game. Something better was required and Bizarre more than came up with the goods.

The game's AI required that each driver had their own distinct "personality". Of course, this would involve parameters such as the drivers' skill level. You would expect a veteran F1 driver (an Alesi or Mansell, for example) to drive *better* than newcomers to the sport and this is borne out in their behaviour on the track.

Of course, simple behaviour such as slipstreaming (letting the car directly in front take the wind resistance allowing you to gain extra speed) and sticking to the racing line are the most basic examples of driving skill, and just about everyone sticks to these as a matter of course. The drivers' performance in 1995 was also a major factor behind the decisions made when putting together the driver AI. Also important is the performance of the car (Bizarre used Construction Championship data to determine this).

CANDID CAMERA
The 3D engine in F1 allows the coders to produce excellent replays from any angle whatsoever. You can even choose which car you wish to view.

Another important addition was the inclusion of on-the-fly real-time decision making. Rather than following simple rules or responding to events in a simple cause-and-effect manner, the F1 drivers are constantly surveying the course attempting to do the best they can (within the AI parameters defined by Bizarre) to win the race.

The result is another triumph of realism and sophistication.

SOUNDING OFF

Good sound can make or break a videogame - just what sort of state would Formula One be in if you didn't get realistic, throaty engine noises and other authentic noises? Thankfully, Psygnosis and developers Bizarre Creations have left no stone unturned in producing an aurally incredible game.

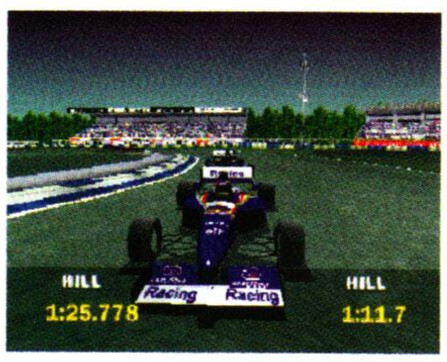
Formula One is one of the most distinctive *sounding* sports in the world. The greatest 3D technology in the world can't hope to bring the full splendour of the race to the digital domain without the addition of authentic aural effects... which Formula One has in abundance. Psygnosis visited a racing venue to get the full range of ambient effects and engine noises, even going to the lengths of strapping a DAT recorder to the driver's chest to ensure total authenticity!

These effects have been mixed in a variety of different ways to suit the equipment of the PlayStation owner, and have been fortified with a total of 15 excellent hard rock tracks and three different voice-over commentaries from distinguished F1 analysts... as you shall read on these pages.

Anyone can sample effects and play them back in a videogame.

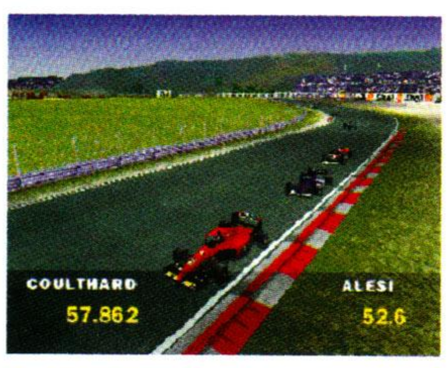
The real skill is in taking a audio sample and mixing it in real time, which is exactly what Formula One does. A good example of this is the Doppler effect. As a car gets closer to you, its engine noise pitch changes according to the distance between you and the car. Bizarre calculate the noise made by every object (including ambient noise as well as car engine) in realtime in order to produce realistic effects. Further real-time mixing is done to produce the surround sound (more on that later) and stereo effects.

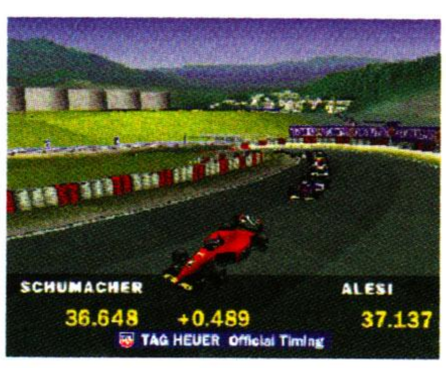
FOR OWNERS OF A DECENT HI-FI OR HOME CINEMA SYSTEM, FORMULA ONE TAKES ON A WHOLE NEW DIMENSION! THE PLAYSTATION HAS NEVER SOUNDED SO GOOD!



BIG AUDIO DYNAMITE

You can get the best out of the sound in Formula One with a number of audio processing modes programmed in by Psygnosis. As well as ordinary mono, stereo and even QSound, Psygnosis have opted to include full Dolby Surround! We've played it in this mode and it's awesome! Dolby Pro-Logic, or DPL as it is also known was designed by the eponymous audio giant in order to recreate the surround wonders of cinema Dolby Stereo in the home. DPL is a four-channel surround experience - three channels in front (left, right and centre) along with a mono rear channel which is pumped out via two speakers. So what does Dolby Pro-Logic mean to Formula One? Incredible realism, basically. As a car passes you from behind on your left side, you hear it approach from behind, go past you left side and then roar into the distance. The addition of the Doppler effect makes it even more realistic. Of special note are the effects when you're on the starting grid - it's possible to pick out individual engine noises all around you as the drivers rev up for the off. Because every noise-making object in the game has its DPL effect created in realtime, you get different effects depending on the situation. For example, you get a completely different aural mix. The Psygnosis-sourced music was mixed in Pro-Logic, which enabled the engineers to create a more balanced sound. You don't just get sound from the front speakers - you get it from all five. Additionally, Psygnosis have been able to code up special effects with their music. How does the idea of guitar solos spinning around you in full Dolby Pro-Logic sound? Psygnosis have some experience in matching their games to appropriate tracks from professional musicians, having produced WipEout - a videogame with music from dance artists Orbital, Leftfield and the Chemical Brothers. For Formula One, Psygnosis have taken a totally different approach, drafting in world-renowned axe-wielders musicians Steve Vai and Joe Satriani.





HOW DO THEY DO THAT? THE TRACK BUILD-UP

As you can see from the screenshots throughout this supplement, the graphics of Formula One are utterly fantastic and extremely close to the real thing. How has this been achieved? The answer is through a long development process, featuring state-of-the-art technology... and a whole lot of good, old-fashioned hard work.

The keyword to Formula One's development has been "realism". Despite the team opting not to follow the Geoff Crammond approach (to conceive the perfect simulator), Bizarre Creations have gone to great lengths to make sure that the game looks and feels totally authentic. This has resulted in many man-years' worth of research and development being dedicated to this end.

Obviously, one of the most important aspects of this has been to get the locations all present and correct. The 17 tracks in the 1995 Formula One season are some of the most instantly recognisable, important venues in motor-racing, so nothing less than the best possible visuals would do.

The quality of the graphics has a dramatic effect on the gameplay too - F1 drivers use the surrounding trees, hoardings and landmarks

MORE GREAT PICS!

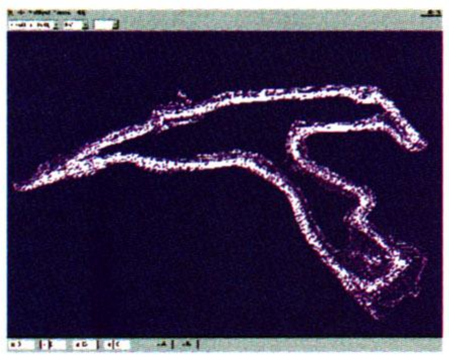
All of the texturing is now in the game and not surprisingly, the level of authenticity (and the overall effect) is nothing short of amazing. The only differences you'll notice are changes to the cigarette advertising, which obviously shouldn't be included in a videogame of this particular nature.

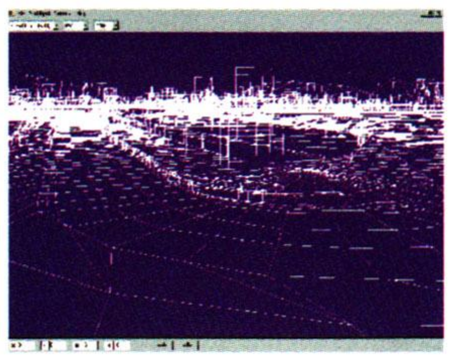
as "line of sight" markers during the race, and it was essential to get the player thinking in exactly the same way. Obviously, if buildings were missing, or suddenly appearing in a fudge of Saturn Daytona USA polygon "pop-up", the effect would be lost.

The programmers went back to basics and produced a fundamental new system for designing the tracks. Obviously, with games like WipEout and Destruction Derby to their name, Psygnosis had a fair amount of R&D knowledge that could help out Bizarre Creations, but in the end, an all-new PC-based track designer was created and innovative new rendering methods were used in-game to retain the detail and speed.

CIRCUIT DEVELOPMENT FROM START TO FINISH

Obviously, the game's official status enabled the programmers to get hold of a fair amount of data instrumental in making the circuits as authentic as possible. FOCA aided Psygnosis by supplying data on each of the tracks - using this, the designers were able to create dimensionally accurate wireframe models of each circuit. No amount of detail was spared in this model, which is then exported from the SGI workstations and brought up on the specially designed Windows 95 track editor.

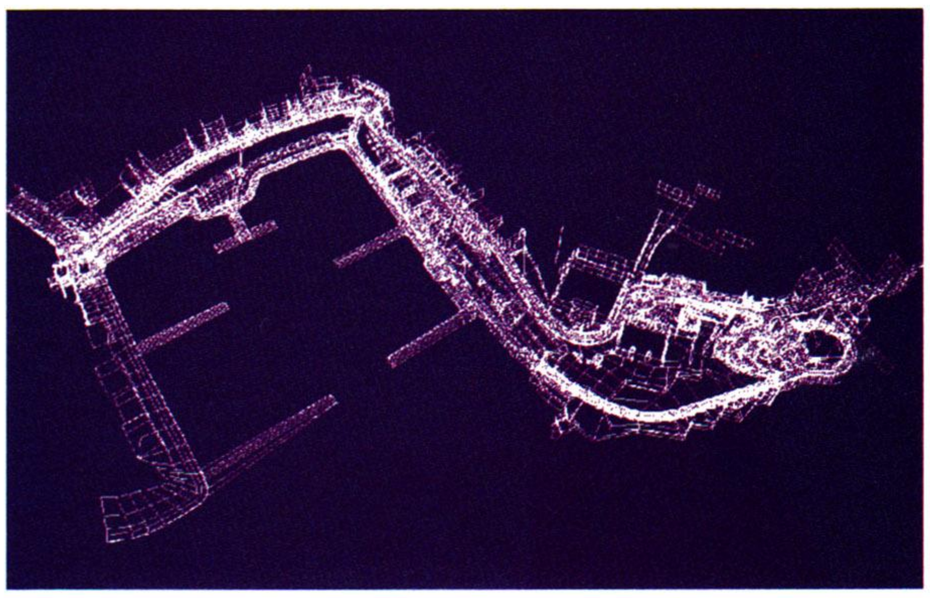




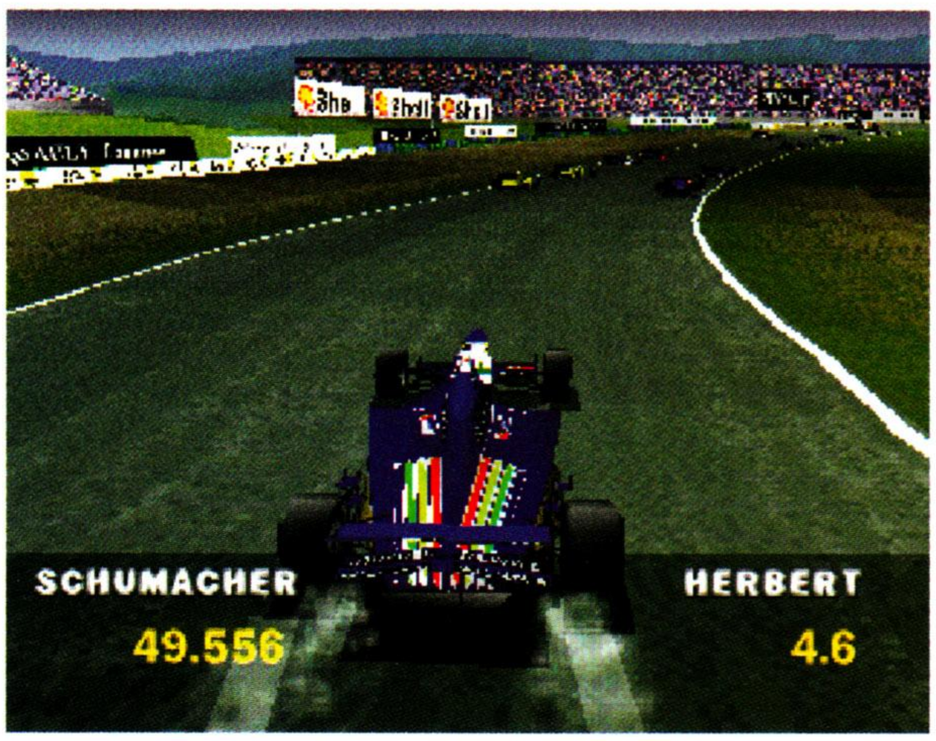
TRACK HISTORY
A time intensive task, this building up of circuits. A new editor was created by Bizarre in order to make the process easier, but as you'll read in the accompanying text, the three-phase task still involved months of hard work and close support from FIA - the F1 organisers.

In this section of the development, the track is reformatted into a form which the actual game engine can handle - by this stage the course has textured track, run-off areas, rumble-strips, grass and barriers. Now the circuit is in a form which can be tested in the game, so any changes at all in terms of lay-out, texture and dimensions can be made. If you think that the work done already has been quite vast in scope, it's nothing to what occurs next. The entire course is re-exported back to the SGI workstations, where the circuit has the immense detail levels added. The Silicon Graphics program SoftImage (pretty much an industry standard - Sega's AM2 designed the Virtua Fighters on this system) is put into use, and this is where the scenery is designed and implemented.

All of the major course detail is added at this stage - that includes every single building, grandstand and even pit-lane. Basically, everything that is unique to that particular track is painstakingly modelled and rendered at this point. Using this method produces by far the most authentic and pleasing results, but takes between one and three months of development time *per course*! Once this phase of the modelling is complete, the graphics have to be embellished with the appropriate texture maps. Every single polygon construct designed on SoftImage has a texture which is hand-drawn and added to the model, with various graphics techniques used to make sure that the textures fit together in a realistic and impressive manner.The final touch to the circuit involves considerably less effort, but is just as important as the rest of the process. This is the 2D backdrops which scrolls around behind the polygons. Created with a full 256 colour palette, this shows off the surrounding environs around the circuit and is important in getting the setting of the race right. At every point during the development process, the circuit designers make full of video footage to successfully capture every aspect of the track. In all, over 100 hours of TV footage (including every practice, qualifying and racing session on all 17 courses during the 1995 season) are at Bizarre Creations' disposal, making for a super-precise and detail circuit.



TRACK BUILD-UP
The amount of polygons per track is astounding (see above). A new way of rendering courses had to be devised to cope with the sheer detail level in the game!



THE FINAL RESULTS

When you behold what Bizarre have achieved in relation to comparable F1 games, you can see that the time and effort has really been worth it. The attention to detail and overall polish puts every other racing game available on super-console to shame and sets a new precedent in this genre. Bizarre Creations are very proud of what they have achieved - F1 features a grand total of between 60,000 to 90,000 polygons per track, with the game engine running at an impressive 30 frames per second. What makes this achievement even more impressive is the fact that these are *real* circuits been recreated on the PlayStation.

WHEN'S IT DUE? THE SUSPENSE IS KILLING US!

F1 was originally planned for June. Well, it's June now and still nothing. This is because the game wasn't quite ready and Psygnosis are unwilling to let the game go until it is perfect. The game is now 85% complete and it's stunning! Roll on September... RL

MAXIMUM INTERNET

The Internet is a vast store of information - data of all descriptions is stored on the millions of computers connected to it, and via your local Internet Service Supplier, you can access just about any of it for the price of a local 'phone call! MAXIMUM is pleased to divulge this list of essential worldwide web sites. Access these and you're sure to find more sites (via links with other computers) and loads more excellent data.
Originally, the Internet began life as two military computers in the US which quickly expanded to encompass more army-based systems. The idea was to create an expandable system which could not be disabled by just one of its component computers being taken out (presumably by the Soviets - this was the mid-seventies after all).
After this, the net was quickly adopted by academic institutions and from there its popularity increased eventually becoming available to the average Joe with a computer and a modem. Right now, the Internet is gaining popularity every second of the day with an average population of around 35 million - including hundreds of thousands of videogames fans with their own sites. Hence this particular feature.

What MAXIMUM would like to make clear is that this is by no means the definitive list of essential Internet sites. What we have decided to do here is put together a list of our most frequently visited areas - each of these resources has a section pointing you to different areas on the net including relevant newsgroups, where users (and often developers) discuss video gaming topics.

However, as a start to the wacky, bizarre world of video games on the Internet, you could do a lot worse than to check out these lovely sites. The beauty of it is, it's all pretty simple - once you have your Internet account sorted out, get hold of Netscape Navigator (version 2 or 3 is essential) and simply type in the appropriate address on the URL line at the top of the Netscape Window. Marvellous.

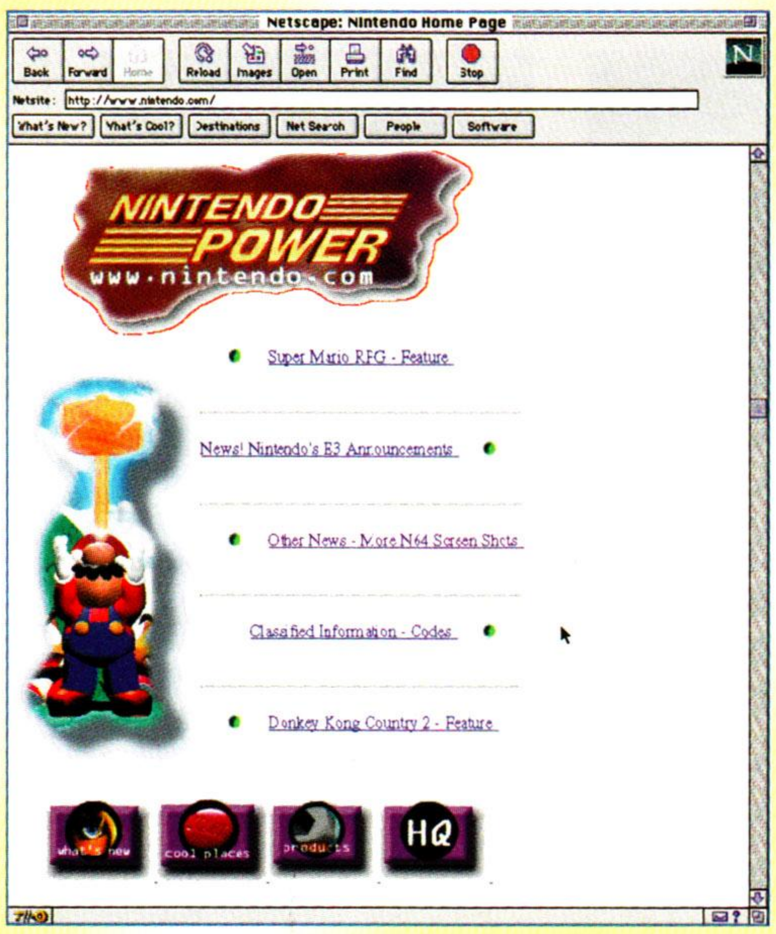
It's also a good idea to make excellent use of the Net Search feature that you'll find at the top of the Netscape Window. This gives you pretty much instant access to whatever you want to find - simply type in a keyword (eg Virtua Fighter) and you should get a top ten list of sites that use the words "Virtua" and "Fighter".

For videogames in general, accessing the search engine at Yahoo! should yield the best results. The only slight problem here is that the search engines typically limit themselves to English sites, so the chances of you checking out newly uploaded exclusive pics from Japan is limited. Here is where the Newsgroups come in handy - rec.games.video are the most subscribed groups and have Sega, Sony and Nintendo specific areas, which should help you no end.

THE OFFICIAL NINTENDO SITE

This particular area is a stand-out example of all that is bad about corporate Internet sites. Banal to look at and devoid of personality, there are far superior Internet Nintendo sites available. So why has **MAXIMUM** included it? Simple - this site gets all the official Nintendo 64 screenshots first and when a big event occurs (E3 or Shoshinkai, for example), this site has near-immediate reports from Nintendo employees. Don't expect super-objectivity, but when you're thousands of miles away from a top videogaming event and want information of some description right now, this is the first place to look.

ADDRESS: http://www.nintendo.com/



Netscape: Welcome to Sega Online!
Netsite: http://www.segaoa.com/
What's New? What's Cool? Destinations Net Search People Software
SEGA
Welcome to Sega Online!
May 29, 1996
Games
click here
Sonic X-Treme
Sonic Blasts Onto All Platforms!
Sega Saturn Drops to $199!
Sega brings the Internet to your TV for a total system cost of under $400!
'Nights' On Sega Saturn Means Lights Out For Competition!
Adrenaline pumping arcade action!
SEGA ONLINE
News & Events
Sega Takes E3 by Storm!
Introducing 1-888-SEGA-SALES. Call now to order your favorite Sega products.
Sega proudly announces the annual Third Party Seal Of Quality Award Winners!
It's official! Sega reclaims "sega.com"!
Sega Sports
Virtua Fighter 2
The Virtua Fighter Legacy Continues!
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THE OFFICIAL SEGA OF AMERICA SITE

Sega were one of the very first companies to make a bit of an effort with the Internet and this experience shows with the current Sega of America presence on the net. It's a pretty interesting affair, fairly up-to-date and the information is rarely incorrect (slightly optimistic in some cases, but otherwise good). In terms of sheer to-the-second up-to-dateness, it's also worth checking out the Sega of Japan site. This has loads of exclusive pictures released at the same time as the Japanese printed magazines. Nights, for example, is a game regularly updated on this page. Be warned though - unless you have Japanese fonts and are able to read the language, the text is gibberish.

US ADDRESS:
http://www.segaoa.com/
JAPANESE ADDRESS:
http://www.sega.co.jp/

THE BIZARRE WORLD OF VIDEO GAMES ON THE INTERNET

INTELLIGENT GAMER ON-LINE

These guys started out as an Internet-only games magazine and quickly established a solid reputation for quality information appearing before anyone else. It's also a great rip-off area for less scrupulous UK games mags, who have been known to rip-off entire news stories from IG Online. The journos on IG Online have since moved on to producing a printed magazine in the US and the site has gone downhill. Still, currently the site is being reconstructed, so hopefully it will regain the superb content it had a year ago. In the meantime, it's still worth checking out when a major show takes place. Look at this picture, for example. Pretty comprehensive eh?

ADDRESS: http://igonline.escape.com/index.html

Netscape: Wednesday May 15, 1996
Location: http://igonline.escape.com/e300/515.html
What's New? What's Cool? Destinations Net Search People Software
Nintendo 64: The Final Word, Sega's Nights A Surefire Hit, and Spider Surprises
IG at E3 - May 15, 1996
by Andrew Blum and David Rubin
Perhaps the biggest news from the media day at E3 took place 10 minutes away from the Los Angeles Convention Center. Nintendo reassured everyone that the Nintendo 64 would launch on September 30 and set mind boggling records with sales. Priced at $249.99, the unit comes with one controller and no game. If you want to get your hands on Mario 64, its going to cost you another 69.95. Regular retail prices will be somewhere in the area of 49.95-79.95 for the games, 29.95 for the controllers, and 9.95 for the memory packs.
Onto the games. Mario 64 is pretty incredible to say the least. What was shown to the press was the actual cartridge, not just a video. Changing camera views from distant to extreme closeup, incredible animation, excellent sound effects, and lots of action among other things make this Mario game more extravagant and technologically advances than any other. We'll be sure to actually play the game tomorrow, but for now, IG feels that this game has the potential to be phenomenal.
The second game shown, Shadows of the Empire while showcasing some of the finer points of the Nintendo 64's 3D ability, disappointed IG staffers. The only playable level shown, the snowspeeder level, has an overall lack of speed, although the framerate is decent and there isn't much popup. Things seemed to drag on. However the Dark Forces style segments shown on video were impressive considering they were cartridge based.
Third on the list was Pilotwings 64. As per our story in the second issue of Intelligent Gamer's FUSION, Pilotwings 64 left most people in the room awestruck. The amount of realism in the backgrounds and overall 3-D look of the game needs to be seen in motion to be believed. Splashes in the water look photo-realistic. Other nice touches include the "human cannonball" bonus game and the free-flying "birdman" level.
Other games shown on video included Starfox 64, a next-generation version of the SNES hit with new tank levels, Cruis'n USA, a seemingly arcade perfect translation, Mario Kart-R, with 4 player simultaneous play, and horizontal and vertical splitscreen 2player modes, KI 64, Kirby's Air Ride, GoldenEye 007, and Turok, which were to early to pass judgement. 8 games will be playable on the show floor tomorrow.
As for the 64DD, Howard Lincoln announced that this peripheral will be shown at Shoshinkai in Tokyo later this year, to be unveiled in the United States in 1997.
Other Nintendo News included Donkey Kong Country 3, starring Baby Kong, which Lincoln stated will outdo every other DKC game on the market, as well as the pocket gameboy, 35% smaller than the current gameboy, yet costs 10 dollars more, with an MSRP of 59.95. It does have a higher resolution screen though.
Back to the media event at the convention center. The hottest game shown to the media today was Sega's Nights. The screenshots
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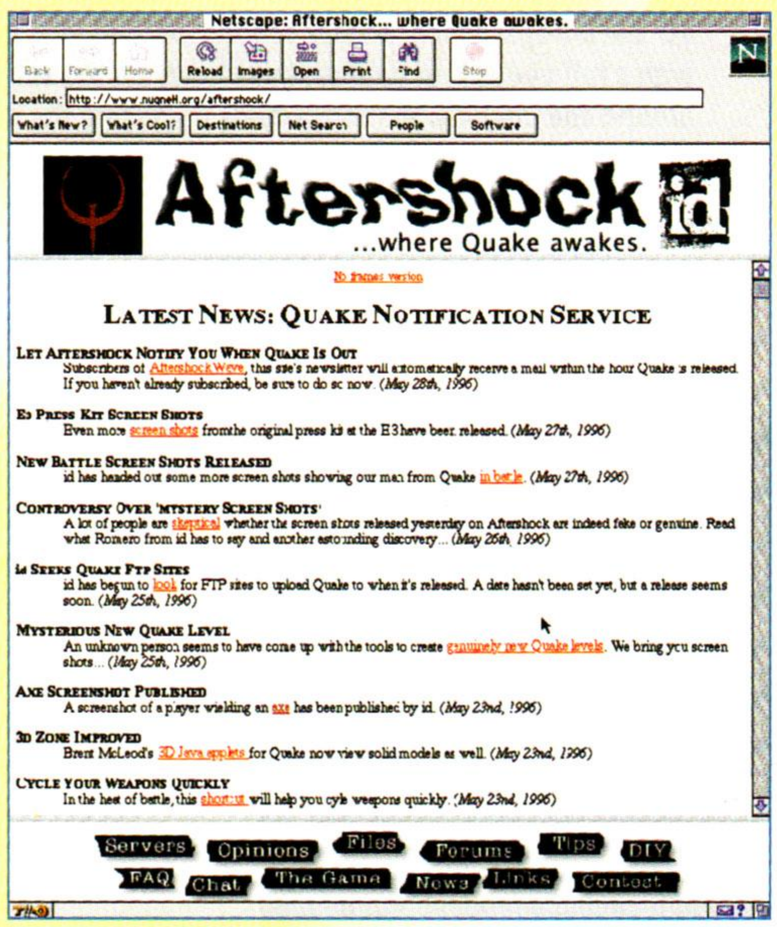

Netscape: Aftershock... where Quake awakes.
Location: http://www.nuqneH.org/aftershock/
What's New? What's Cool? Destinations Net Search People Software
Aftershock
...where Quake awakes.
No frames version
LATEST NEWS: QUAKE NOTIFICATION SERVICE
LET AFTERSHOCK NOTIFY YOU WHEN QUAKE IS OUT
Subscribers of AftershockWire, this site's newsletter will automatically receive a mail within the hour Quake is released. If you haven't already subscribed, be sure to do so now. (May 28th, 1996)
ED PRESS KIT SCREEN SHOTS
Even more screen shots from the original press kit at the E3 have been released. (May 27th, 1996)
NEW BATTLE SCREEN SHOTS RELEASED
id has headed out some more screen shots showing our man from Quake in battle. (May 27th, 1996)
CONTROVERSY OVER 'MYSTERY SCREEN SHOTS'
A lot of people are skeptical whether the screen shots released yesterday on Aftershock are indeed fake or genuine. Read what Romero from id has to say and another astounding discovery... (May 26th, 1996)
id SEEKS QUAKE FTP SITES
id has begun to look for FTP sites to upload Quake to when it's released. A date hasn't been set yet, but a release seems soon. (May 25th, 1996)
MYSTERIOUS NEW QUAKE LEVEL
An unknown person seems to have come up with the tools to create genuinely new Quake levels. We bring you screen shots... (May 25th, 1996)
AXE SCREENSHOT PUBLISHED
A screenshot of a player wielding an axe has been published by id. (May 23rd, 1996)
3D ZONE IMPROVED
Brent McLeod's 3D Java applets for Quake now view solid models as well. (May 23rd, 1996)
CYCLE YOUR WEAPONS QUICKLY
In the heat of battle, this shortcut will help you cycle weapons quickly. (May 23rd, 1996)
Servers Opinions Files Forums Tips DIY
FAQ Chat The Game News Links Contact
Document: Done.

AFTERSHOCK

If you're a PC owner, there's probably only the one game on your mind right now: id software's frankly unbelievable Quake. Although the guy who runs it doesn't advertise it as such, he's actually very close to the id software guys, meaning that what you see on the site is totally authentic. Other good things about this site: graphics are kept to a minimum, meaning that it's super-quick and it's also situated in the UK - boosting those response times still further. In short, a true Master's site. It'll even email you within the hour when the shareware version of Quake is released!

ADDRESS: http://www.nuqneH.org/aftershock/

INTERNET FACT #1:
The most popular Internet web sites and newsgroups are undeniably of a pornographic nature! Is the net populated by drooling shandy merchants? Judging by our own Dan Jevons - YES.

The R.G.V newsgroups are the most popular for videogaming information, and amongst the pleas for help and deliberately controversial "my machine's better than yours" debates you can find a wealth of excellent material. R.G.V also encompasses arcade gaming as well, although it you're a Capcom fan there's only one newsgroup really worth visiting - alt.games.sf2. For all those "Evil Ryu" codes and suchlike, you can't beat this particular area.

The only problem with the Internet newsgroups is that they are completely unmoderated and any one can say just about anything that they want. This leads to many pointless posts and a hell of a lot of disinformation. Take the aforementioned "Evil Ryu" code for example - we've had about three or four different codes sent in from one particular reader claiming he has "sources in Japan" when in fact all he does is copy codes from alt.games.sf2. The fact is that there IS such a code, but the actual code won't become reliable until Capcom themselves release the information in Japan (typically to arcade mag Gamest). So, yes, disinformation is rife on the net, but for every 20 "Evil Ryu" codes that don't work, there is one piece of information that is big news, so it is worth persevering with the newsgroups for the very hottest information.

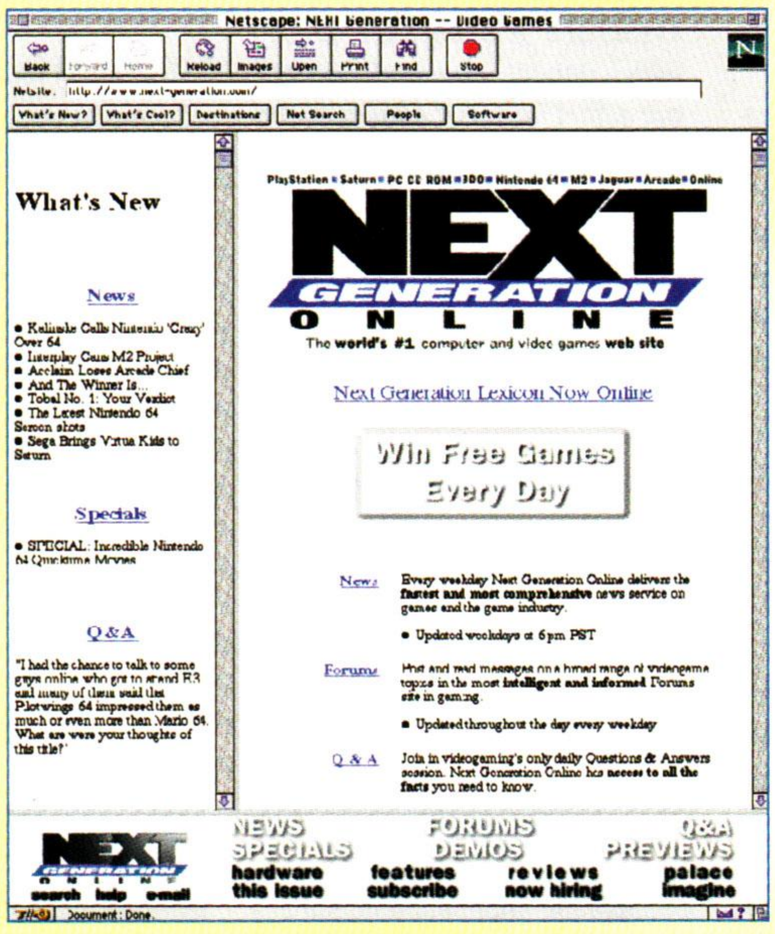
The web sites listed below can be a lot less disinformative. These guys actually research their stuff and check out stuff before they upload it. By spending just a short while on the net, you can quickly discern which areas are worth regularly checking (and putting on your bookmark list) and which should be avoided.

DUSTIN'S SEGA SATURN PAGE

Dustin Cushman's Internet site is the premiere area for quality Sega gaming information. Seemingly this guy's entire life is taken up by assembling the latest Saturn news, previews, cheats, reviews and screenshots (assembled from all over the world - including the Japanese Sega site and Japanese magazines). This results in a reliable, impressive site which is far superior to Sega of America's Internet effort in terms of sheer information. This should be at the top of your bookmark list if you're a Saturn owner rabidly devouring all Sega-related information.

ADDRESS:
http://osf1.gmu.edu/~rcushman/saturn.html

NEXT GENERATION ON-LINE



Unfairly referred to as the US version of "Edge", Next Generation in its printed form is bigger and more interesting than its UK counterpart and boasts a pretty extensive Internet presence, which is updated every day. There's a huge amount of news to wade through and vast amounts of screenshots and QuickTime movies to download. The only downer is the site's US location, meaning that the aforementioned downloadables take decades to arrive on your machine if you're a mortal with only a modem connection. Still, for news and suchlike, it's a good site to check out.

ADDRESS: http://www.next-generation.com/

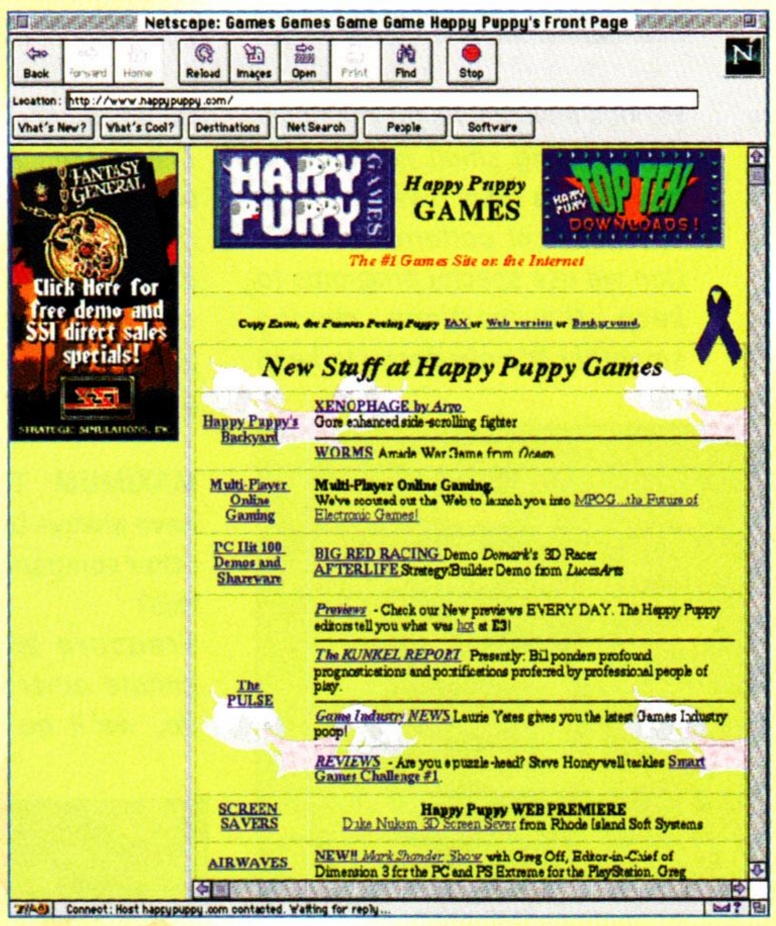
NAVIGATE YOUR WAY THROUGH PAGES OF DOWNLOADABLE DELIGHTS!

THE UNOFFICIAL NINTENDO 64 SITE

If you're after one of those new-fangled Nintendo 64 thingies and are hungry for information on this most top of machines, you should make the Unofficial Nintendo 64 Home Page a top priority. The information here is split into two distinct, clearly defined sections - authenticated facts, probable rumours and improbable rumours. Graphically speaking, the page knocks the spots off the Nintendo Internet presence and crams in every piece of N64 information imaginable, right from the very first Project Reality press release to the latest E3 revelations. Clearly a labour of love, this is an accomplished site with a solid reputation. Even N64 developers have been known to endorse this site!

ADDRESS: http://www.utiweb.com/~igonline/capscott

HAPPY PUPPY.COM GAMING CENTRE


Netscape: Games Games Game Game Happy Puppy's Front Page
HAPPY PUPPY GAMES
Happy Puppy GAMES
TOP TEN DOWNLOADS!
The #1 Games Site on the Internet
New Stuff at Happy Puppy Games
Click Here for free demo and SSI direct sales specials!

For a generalised Internet site dealing with all areas of video gaming from PCs to consoles, a decent site to check out is Happy Puppy - a vast, sprawling Internet presence with a most excellent selection of... well, just about everything to be honest! Describing its myriad features would take ages - just point your browser in its general direction and take a look at it yourself. The only slight downer with this particular area of the Internet is that is quite a long way from the UK, which can lead to some horribly slow response times. So, if you have any love of speed, either turn the graphics off or look elsewhere for your Internet info needs.

ADDRESS: http://www.happypuppy.com/

INTERNET FACT #2:
The more people that use the Internet, the slower it becomes. In the end the system will simply stop due to the vast amount of traffic on it. A victim of its own success indeed.

THE TREASURE INTERVIEW

FULL-ON INQUISITION WITH SATURN MASTERS!

One of the most respected programming houses in the world is Japan's Treasure - having stunned the 16-bit Megadrive owners with excellent titles such as Gunstar Heroes, Alien Soldier and Dynamite Headdy, the coders have now moved on to the Saturn. Guardian Heroes is reviewed later on in the magazine - but these pages chronicle MAXIMUM's recent trip to Treasure's R&D laboratories in Japan and our in-depth inquisition with these most talented of developers.

The creators of classics such as Dynamite Headdy and new game Guardian Heroes finally speak out!

MAXIMUM When did Treasure form?
Treasure *June 1992.*

MAXIMUM What basic principle do you stick to when creating videogames?
Treasure *Just to create games that everyone can enjoy.*

MAXIMUM Treasure has developed just for Sega machines as such as the Megadrive and the Saturn - why did you ally yourself with Sega only?
Treasure *There's no reason why we chose the Megadrive however, our first game was Gunstar Heroes and no other hardware could produce the smoothness of the sprite movement at the time. It's not so much the reason why we chose it more the reason why we kept on using it. As for the Sega Saturn, we've been using the Sega hardware up to now so all the users are Sega.*

MAXIMUM Gunstar Heroes and Dynamite Headdy were extremely highly regarded in the UK. Why do you think these games were so well received?
Treasure *Maybe because they were of high action type. An enjoyable game is popular in every country.*

MAXIMUM Treasure games were technically outstanding compared to other Megadrive games of its time. How were you able to make your games look better and play better than the competition's?
Treasure *It's difficult to say which aspect, above all, we put our effort into. For example, the designers are neat, precise and accurate. Basically, each person uses his skill to the best of their ability. I'd like to also stress that it's not the company but the person's ability that is reflected.*

MAXIMUM How were you able to keep so many sprites moving so smoothly on the Megadrive?
Treasure *With regards to the characters, the designers are the most particular about the movement. To be done, they use the characters' movement as close to real human movement so that it's natural and smooth to the eye. It's nothing technical, just endeavour.*

MAXIMUM When did Sega introduce you to Saturn technology?
Treasure *Around July of 1994.*

MAXIMUM What were your first impressions of the machine?
Treasure *The biggest difference was the number of sprites available. As far as the specification went, all the Megadrive's good points were better on the Saturn.*

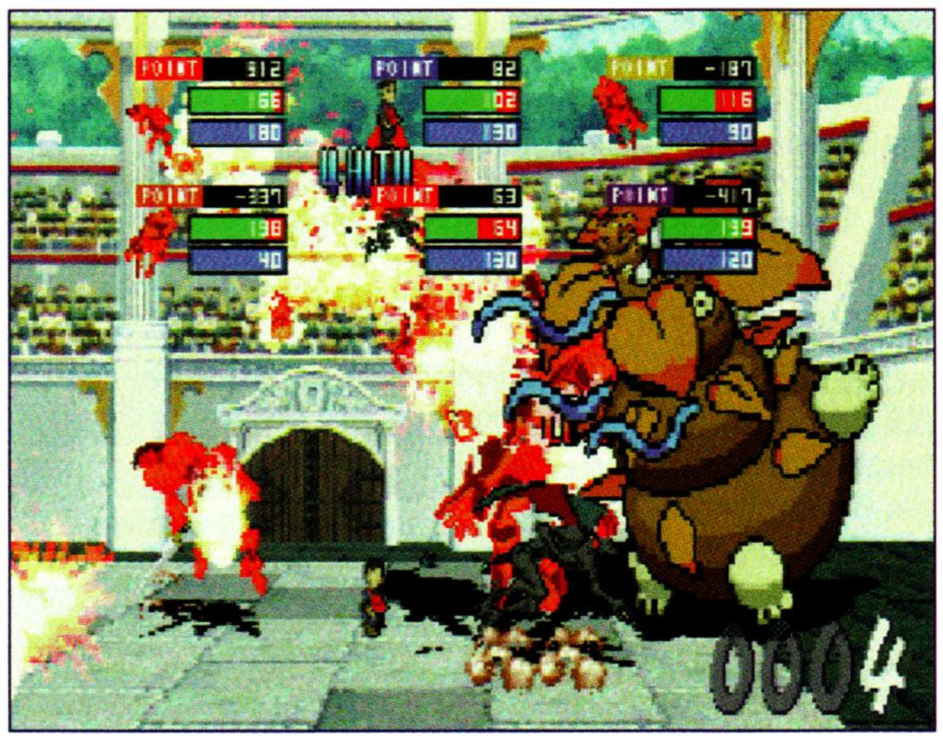
MAXIMUM Do you think that the concepts for games have become more original since the advent of the Sega Saturn or are they basically the same?
Treasure *At Treasure, we believe that tradition itself isn't the obstacle. You should produce games to match the hardware and make good use of the Saturn and the Mega Drive's good points respectively.*

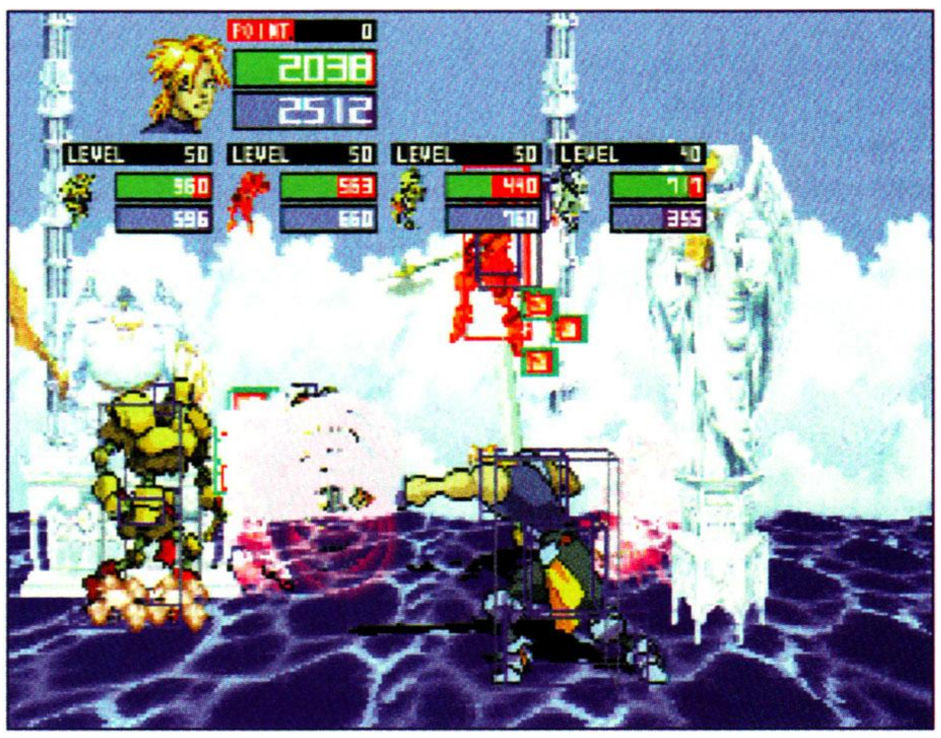
MAXIMUM Treasure's games have always been different from other companies' games. Why is this?
Treasure *We don't want to imitate other companies. If we do, we'll no longer exist. We want to make original games.*

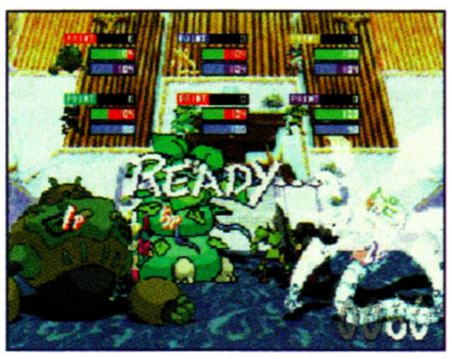
MAXIMUM Just about everybody else in the development field has concentrated on polygons and 3D games for the Saturn. Why did Treasure decide on a 2D sprite game?
Treasure *Treasure has built up a tremendous knowledge of 2D sprite know how. It's an asset that we wish to continue using.*

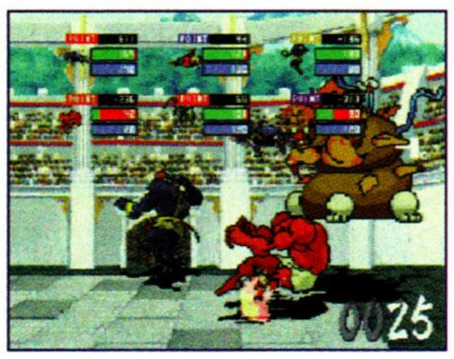
MAXIMUM The market is very much dominated by 3D games now - with that in mind, did you not think it risky to produce a 2D game? If not, why?
Treasure *No we didn't think it was risk. In fact the risk is in trying to make a new game. There a lot of companies that have tried and failed to make successful 3D games. Besides, 2D and 3D games can exist along side each other. I don't think that every game can be 100% 3D.*

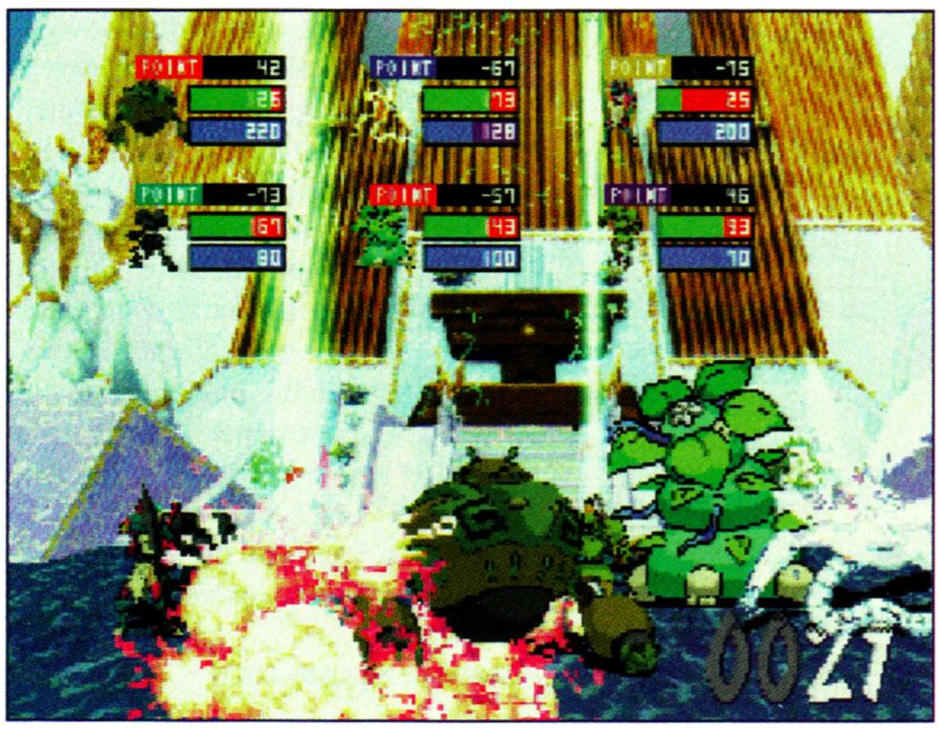
MAXIMUM Tell us a little about your relationship with Sega and how it affected the development











SIX-PLAYER ACTION!
Treasure are renowned for taking a conventional idea and adding innovative aspects to make it seem all-new. Take the basic Versus Mode for example - with Guardian Heroes, Treasure allowed six players to participate simultaneously with a choice of 45 characters!

of Guardian Heroes?
Treasure *Sega respect Treasure's experience and integrity, so didn't advise us during the development stage. However, towards the end, Sega, with its in-depth market knowledge, cooperated with us to make subtle amendments.*

MAXIMUM How did you come to choose the sideways fighting style for Guardian Heroes?
Treasure *We wanted to make a character game, but not one similar to current games available. So it became necessity to choose the sideways scrolling. In addition there are a lot of moving objects on the screen so we thought it would be good.*

MAXIMUM How long did Treasure take in setting the scene for the game?
Treasure *About a third of the development time was spent in designing the game.*

MAXIMUM During the development of Guardian Heroes were any changes made to the original story because of the hardware's capabilities?
Treasure *No.*

MAXIMUM The sprite scaling look of the graphics is very distinctive. How did you come to choose this look for the game?
Treasure *If the characters are big they are in that way. Even if they are small there are a lot of enemies appearing, so which method would be pleasing to the eye was the main consideration.*

MAXIMUM With so many characters in the game, were the any difficulties in maintaining one clear distinctive style?
Treasure *There weren't a lot of graphic artists so it wasn't a problem.*

MAXIMUM How did you design the main characters?
Treasure *With regards to the design, the team considered personality and impact. Everyone used their own ability and individuality to create a character that they liked.*

MAXIMUM What effort did you go to in making sure that each character offered a different challenge when playing the game?
Treasure *We've been playing games for ages so we have an intuition on what's good or bad. Feeling!*

MAXIMUM Who's your favourite character and why?
Treasure *Randy. The total balance is good. Design, movement, animation, in addition his game nature is the most complete. Plus playing him is fun. I like this character the most.*

MAXIMUM And the worst?
Treasure *I dislike characters that are too strong. The god-like characters are too strong compared to the others and I don't like them.*

MAXIMUM How did you go about creating the basic control method?
Treasure *We designed the 'BCM' to be playable without too much thinking so that it's more enjoyable. We started with an initial design and everybody played Guardian Heroes in groups - saying this is good or this is bad. We have a lot of practice and discussion. It's a continuous process throughout the development.*

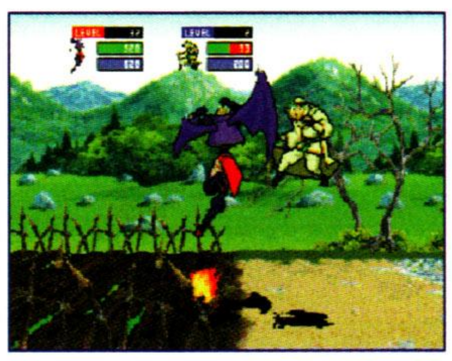
MAXIMUM Did you decide straight from the start to have

45 characters in Guardian Heroes and be able to control them all?
Treasure *Yes it was our decision to control them from the beginning but not 45, just lots. We considered having 60, or 100 characters but we considered the time and it wasn't possible.*

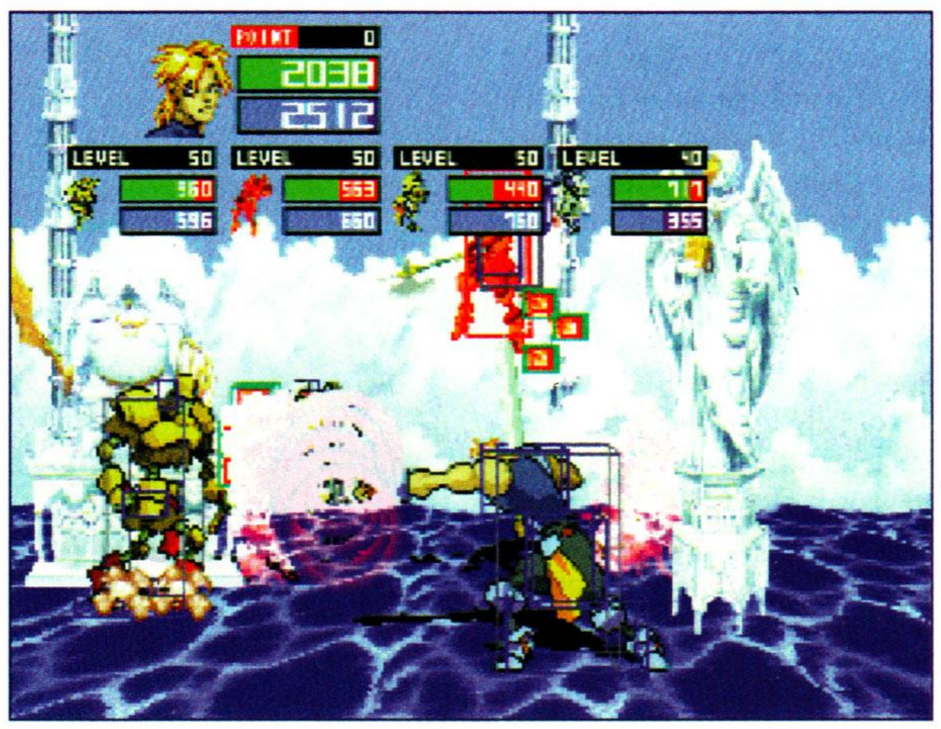
MAXIMUM How important is the sound in the overall game?
Treasure *The game music is essential for a successful game so we spent as much time as possible for the sound, both the effects and the music. The music is composed after the characters have been decided and the testing has finished.*

MAXIMUM Do the programmer give any advice on which kind of music would suit each character?
Treasure *Yes. Everyone discusses this matter together and then we decide using each person's judgment.*

MAXIMUM Treasure are famous for their outstanding bosses. How do you go about creating these incredible characters?
Treasure *Basically, it's impact. To give impact we make them big and strong. Each person has his own way of creating a boss but it's usual to have some sort of concept for the boss and then try to get as close as possible with the program. But it's also true that we sometimes look at what's technically possible from the program and if a technique is there we can have ideas about how to make an interesting boss. We use both ways.*



MAXIMUM There are rumours concerning further secret characters in addition to the 45. Is this true?
Treasure *No.*



MAXIMUM What was your thinking behind the six-player mode?
Treasure *The basis of this game was to make it as different as possible from other games.*

MAXIMUM What aspect of Guardian Heroes are you most proud of and why?
Treasure *The best aspect is being able to "scatter the small fry" - it relieves stress. Other*

than that, there are a lot of characters appearing for a change.

MAXIMUM What kind of feedback have you had from the Japanese owners of Guardian Heroes?
Treasure *Over 80% of the comments were positive. It's been highly received.*

MAXIMUM What was the reaction from the Japanese press?
Treasure *There were both good and bad points. One of the good points was that compared to other 2D games up to now the movement was very good. However, the main criticism was that it was a little confusing with so many characters and stats on the screen. Sometimes it was difficult to understand what the characters were doing.*

MAXIMUM Everyone considers the Saturn to have a vast amount of untapped potential in terms of power. Would you agree with this?
Treasure *I think it has. Not only the Saturn, if you consider the Megadrive also, the quality of the first games to appear compared to those much later is completely different.*

MAXIMUM Would Treasure consider producing a 3D game for the Saturn?
Treasure *We can't say.*

MAXIMUM **Which** games do you admire the most?
Treasure *Gun Griffon, Virtua Fighter, and Panzer Dragoon.*

MAXIMUM Would you ever consider producing an RPG for the Saturn?
Treasure *If we really wanted to make an RPG, there's a strong possibility we would. However, it would take a lot of hard work so although we can't say we would make one, if the project came about the possibility is there.*

MAXIMUM Is there any chance of a new version Gunstar Heroes or Alien Soldier being produced for the Saturn?
Treasure *If we wanted to, we are capable of doing it. However, if we thought it may be profitable but the creative staff didn't want to do it, we wouldn't produce it.*

MAXIMUM Have you considered a Treasure Museum like Namco?
Treasure *We have discussed something similar but we don't really want to do it. We don't like copying.*

MAXIMUM What future products have we got to look forward to from Treasure on the Saturn?
Treasure *That's a secret but we do have a project underway and it's an action game.*

RPG/COMBAT COMBO

Treasure took the basic idea behind such classics as Final Fight and Streets of Rage and took the genre into a new dimension, with different layers of action, sprite-scaling, multiple routes through and an excellent "character collecting" idea which boosted lastability.

PC SCAVENGER

PLAYABLE DEMO OF...
INTO THE SHADOWS
AVAILABLE **CHRISTMAS** '96 ON **PC** - **SATURN** TO FOLLOW

INTO THE SHADOWS STORMS E3

Super-anticipated PC title now looks better still!

IF THERE'S ONE THING LACKING IN THE PC LIBRARY OF GAMES, IT'S A STUNNING COMBAT TITLE!
RICHARD LEADBETTER REPORTS ON THE GAME THAT COULD WELL CHANGE ALL THAT: SCAVENGER'S AWESOME INTO THE SHADOWS!

E3 was the latest event where games hungry PC owners could check out one of the most eagerly awaited releases: the much vaunted Into the Shadows. Scavenger appear to have a certain winner on their hands with this original product, and the latest batch of screenshots released reveal an even more incredible title! MAXIMUM investigates further.

Into the Shadows takes PC gaming into a new level of 3D excellence. Quake is very clearly the standard bearer of fast, stunningly realistic 3D environments and yet Scavenger's Into the Shadows just looks better and better whenever it makes an appearance at a videogames tradeshow. What was seen at the E3, it had to be said, looked even better than id's latest effort in visuals terms.

SCAVENGER'S 3D FIGHT FEST LOOKS MORE AMAZING STILL IN THESE STUNNING NEW PICTURES! CAN THE GAMEPLAY POSSIBLY MATCH THESE UNBEATABLE VISUALS?

The version of the game on show on both the Scavenger and GT booths was frankly astounding. Into the Shadows is best described as a very clever mixture of Resident Evil, Soul Edge and Fade to Black. The game is of the fighting variety, using third person perspectives to depict the action. The player's task is to explore the castle environments, taking on villains in combat and searching for a kidnapped child of royal blood.

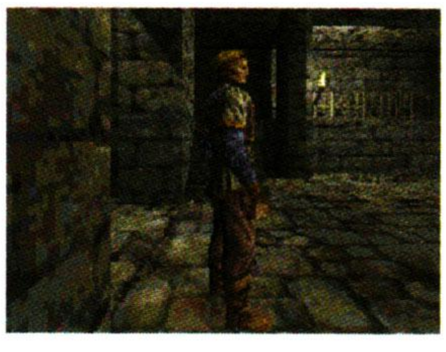
3D ACTION!
Into the Shadows was designed and coded before all of these 3D accelerator cards came onto the market, but features just about all of the same lighting trickery and texture-mapping facilities! Through the new Windows 95 Direct3D, ITS should look even better still.

MULTIPLAYER TOO
The best PC titles are multi-player in nature - a precedent set in stone since Doom. Previously, ITS was thought to be one-player only, but after the shenanigans of the E3, it has been revealed that Scavenger's potential PC classic will be able to handle five human players at once.

AWESOME GRAPHICAL CAPABILITIES ARE ON SHOW WITH INTO THE SHADOWS!

With the quality of these visuals you may think that Into the Shadows must be pretty slow. Well, if you're a nutter using the game in high-resolution mode on an ill-equipped PC, you can expect some pretty low frame rates. Keep the game on a lower resolution setting on a pretty decent PC and you should have no problem whatsoever keeping the game running at 30 frames per second - the same as Virtua Fighter and Soul Edge in the arcades.

The big news about Into the Shadows concerns network play. Previously it's been bad tidings as initially there were no plans for a multiplayer experience. However, it's all change at Scavenger now and we are reliably informed that a five-player networking experience is now on the cards! Obviously this is truly



excellent news and Into the Shadows looks set to join the ranks of stunning PC titles which gain plenty of further excitement from multiplayer action.

Scavenger are perfectionists and just like id software, they just won't release Into the Shadows "until it's ready". Already the excitement is reaching fever-pitch judging by the Internet postings seen recently on the news groups, and the bad news is that

CHECK OUT THESE INCREDIBLE GRAPHICS: WILL INTO THE SHADOWS REDEFINE PC GAMING? FROM THE LOOKS OF WHAT HAS BEEN REVEALED ALREADY, IT WOULD CERTAINLY APPEAR SO!

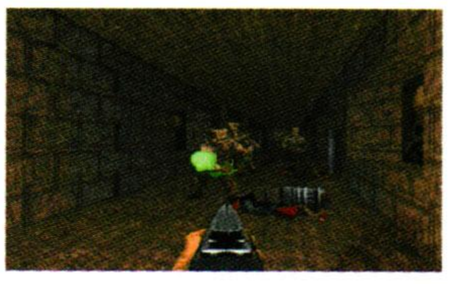
we're unlikely to see a final Into the Shadows until Christmas time. Still, the wait will undeniably be worth it judging by the quality of the E3 demo. Besides, in the overcrowded PC market, a game has to be something really special in order to become a massive seller. Into The Shadows looks like fulfilling that criteria and is yet another reason to ditch that smelly old 486 DX and upgrade to a lovely 133MHz Pentium. Our breath is sufficiently bated for the Christmas release...

GT's stand at the E3 was impressive indeed. Drawing the most attention was, of course, Quake, but Duke Nukem 3D also made an appearance and Into the Shadows featured very heavily (as well it should). GT has signed up the rights to the console conversions, with Saturn and PlayStation versions looming (and according to sources who've seen it, both games look stunning). The company are in an acquisitive mode and seem to be snapping up the cream of videogaming on PC and consoles.

HE LIVES! HE WALKS!
Into The Shadows' 3D models look excellent - especially good considering that they are only made up of around 200 polygons. Intelligent use of textures combined with state-of-the-art motion capture more than make up for the lack of polys in this excellent title.

FINAL DOOM: FIRST PSX SHOTS!

GT Interactive and Williams are obviously very proud of their five-star rated Doom, hence the decision to launch a pseudo-sequel, which debuted at the E3. Final Doom takes the very best user-originated WAD level files from the PC original (there is a PC version coming along too) and creates four all-new episodes, spliced together by id software. These levels were designed by masters *for* masters, so expert gaming prowess is clearly the order of the day. It should be noted that the basic PSX Doom engine pretty much remains as it is, but the complexity of the new levels coupled with some awesome new textures makes Final Doom look most impressive indeed.



MAXIMUM NEWS

SS SEGA

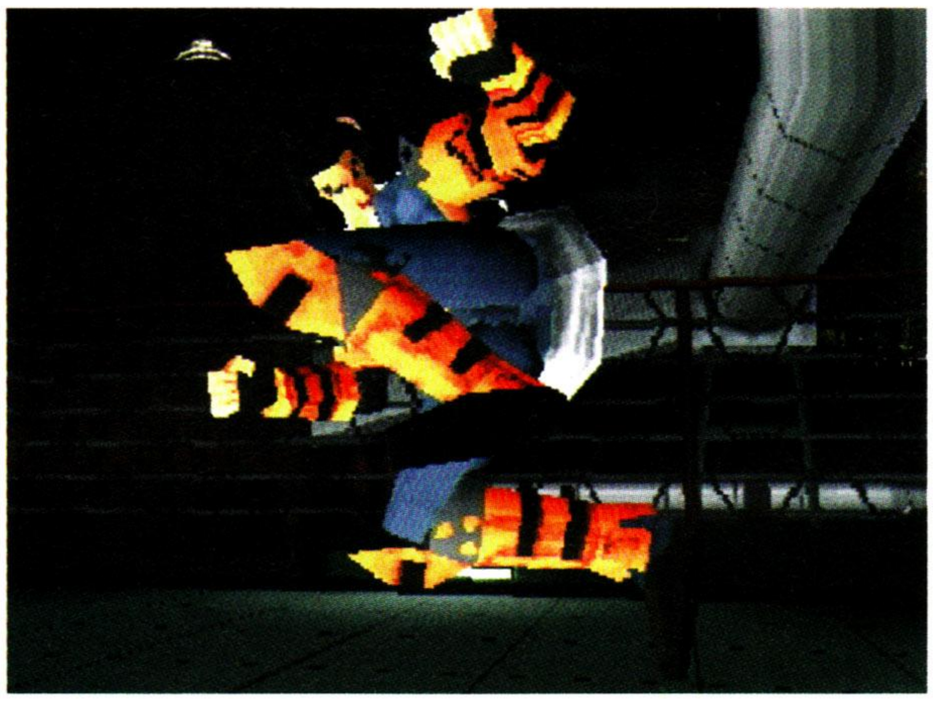
AM2 IN HOT GAMES SHOCKER!
FIGHTING VIPERS AND MORE!
AVAILABLE TOWARDS THE END OF THE YEAR

THE RETURN OF AM2!

Fighting Vipers redefines Saturn 3D... again

AM2 DELIVERED EXCELLENT VERSIONS OF VIRTUA FIGHTER 2 AND VIRTUA COP LAST YEAR AND THEY'RE BACK!
RICHARD LEADBETTER TAKES A LOOK AT THE NEW PROJECTS BEING DEVELOPED BY SEGA'S GREATEST CODERS!

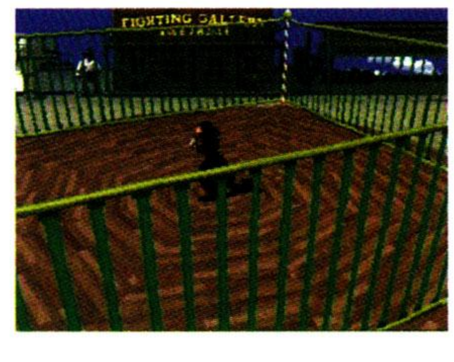
Sega of Japan are just about ready to reveal the latest onslaught of quality Saturn wares from the world-respected labs of AM2. Taking pride of place in a release schedule including Virtua Cop and a new Daytona conversion is Fighting Vipers - a combat game that looks likely to redefine peoples' expectations of just what the Saturn is capable of. At the recent Tokyo Toy Show, MAXIMUM examined an early version of the game.



The big question behind the conversion of Fighting Vipers is, just how can the super-talented programmers over at AM2 better the excellent work that is Virtua Fighter 2? After all, the Saturn conversion of Japan's most popular fighting game was pretty stunning, running with a higher resolution than the coin-op but at the same speed!

Well, after a few months' work, the conversion work on VF2's pseudo-sequel Fighting Vipers has finally been revealed to the press, with a full scale demonstration running at Sega's booth at the Tokyo Toy Show. And once again it would appear that AM2 have pushed back the boundaries of the Saturn's power with yet another showpiece example of what the machine is truly capable of.

One of the most disappointing omissions from the Virtua Fighter 2 conversion was light-sourcing. AM2 used this effect incredibly well in the original Saturn translation of Virtua Fighter, but when it came to using texture maps, the high resolution mode AND keeping the entire game running at 60 frames a second, something had to give. Therefore, the light sourcing was omitted.



For Fighting Vipers, AM2 have not simply dusted down the old VF2 engine and chucked in some new graphics (Virtua Fighter Kids does that quite nicely, thank you). Instead the game engine has been completely recoded. What this basically boils down to is that the high-resolution mode has been dumped for the time being, but what this does mean is that light-sourcing is in! As you can see from these very latest of screenshots, the effect is rather spectacular, reminiscent of what Namco achieved in Tekken 2 (and indeed what AM2 managed to do with the far more powerful Model-2B board in the Fighting Vipers coin-op). Shading like this has long been a problem for the Saturn, which has had to made do without it whilst PlayStation title after title has used it to great effect (thanks to the machine's hardware gouraud shading).

AWESOME GRAPHICS...
The arcade Fighting Vipers was a rejigged version of the Model-2 board, which allowed extra polygons - not that this has worried the Fighting Vipers Saturn team.

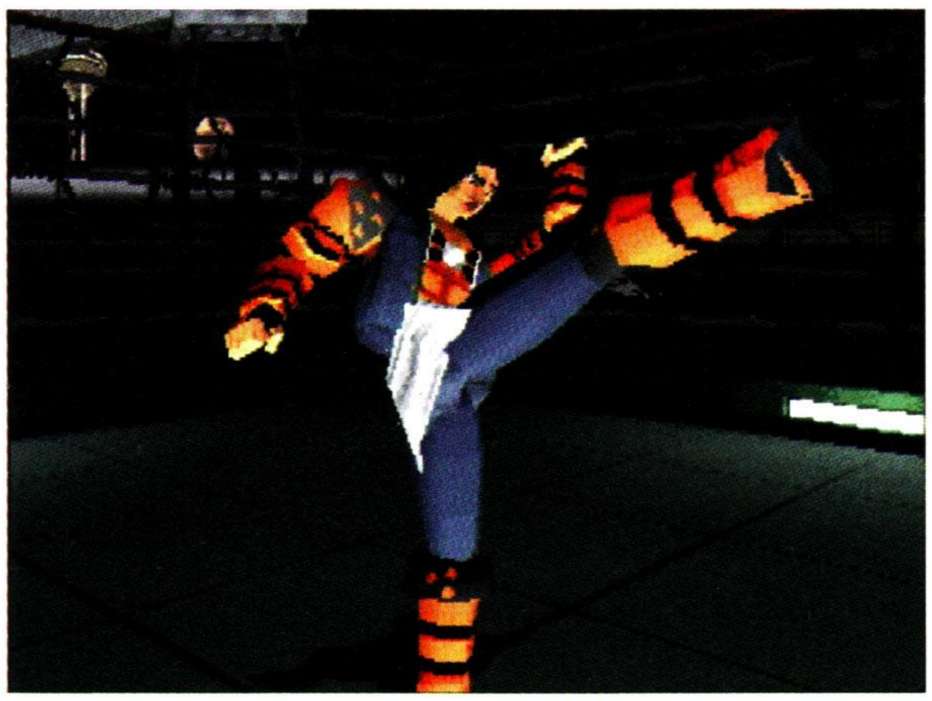
GOURAUD SHADING IN FULL FIGHTING VIPERS EFFECT - A FIRST FOR SEGA SATURN!
TOKIO, BAHN AND GRACE ARE THE FIRST TRIO OF VIPERS TO BE REVEALED IN THEIR SATURN FORMS!

Another new feature that is prominent in Fighting Vipers is the inclusion of pseudo-3D backdrops. Don't get too excited - you won't see the full 3D monty as in the coin-op, as the buildings and structures are still 2D planes as in Saturn VF2 and the PlayStation Tekken series. However, the cages and walls that surround the Fighting Vipers arenas *are* in full 3D, and as these serve to eclipse a lot of the backdrops on some stages, the overall effect is very close indeed to the arcade original. This means that the finishing moves, which result in the 3D surrounds collapsing should make their way into the conversion with no problems. Obviously, super-powerful finishing moves which result in the victim rebounding off buildings aren't going to be included, but this is a small price to pay - all the humiliation and ego-boosting of these moves should still result in the conversion.

BAHN-STORMING!
Bahn was the first Viper to be unveiled by AM2 - he can be seen performing his Akira-style moves in the two pictures to the left. These aren't just character demos though - as seen in the picture above, the majority of the graphics are now in place and the game actually works!

THIS MOST EAGERLY AWAITED OF CONVERSIONS WAS SHOWN AT THE TOY SHOW IN A 50% COMPLETE FORM!

The original coin-op had some fantastic background specific features, such as an enormous 'plane taking off on the airfield stage - obviously this is



THE CAGES AND WALLS OF THE VIPERS 3D SURROUNDS MAKE IT TO THE SATURN! FULL MOVES LISTS AND COLLISION DETECTION ARE IN THE CURRENT CODE!

the icing on cake (as was Shun's bridge on VF2) and it is uncertain as to whether this will appear in the final game. However, it is said that AM2 feel as though they have a great deal to prove technically with the Saturn version of Fighting Vipers and the graphical frippery that made the coin-op so impressive visually is more likely to appear in this new game.

Development has been secretive to date and the first screenshots (which we haven't shown) had no light sourcing or 3D surrounds. However, AM2 are now planning to really go to town with Fighting Vipers especially as the development work is now at the 50% stage, with collision detection and all the moves included. In the shots released to date, three characters (Bahn, Grace and Tokio) have been revealed and although some detail has been excluded from the coin-op, the overall impression is severely impressive.

TOKIO WARS!
This night-time stage has been revealed by AM2 to emphasise the "glow shading" (their description). Like Sarah's stage in VF1, the majority of the light is being projected from beneath the player. Never has a Saturn 3D fighting game looked so great!

BACKDROP FRENZY!
Just like VF2, the main backgrounds are in fact 2D parallax scrolling layers. They still look pretty impressive - some peripheral 3D objects as well as the cages and walls could appear.

Timed to coincide with the release of Soul Edge on PlayStation, if Sega's effort captures all of the techniques and speed (including frame rate) of the original, they could seriously rain over Namco's parade. RL

VIRTUA COP 2: LOOKING GOOD

THE SECOND OF AM2'S ANTICIPATED PROJECTS EMERGES AT E3!!

First revealed at the E3 show in Los Angeles, AM2's other "biggie", Virtua Cop 2 is looking very impressive indeed. The demo shown at the mammoth exhibition was very, very incomplete and featured a portion of the coin-op's first level - a shoot-out followed by a car chase and then another shoot-out. Clearly, the Saturn isn't quite going to match the antics of the Model-2B original. The frame rate has been cut in half to 30 frames per second, and the detail has been lessened. However, **MAXIMUM** settled down to a good playtest and came away very impressed with AM2's achievements - as a conversion, it should be pretty close, and all of the multiple routes through each level from the arcade are certs to appear in the Saturn conversion. RL

FULL-ON BLASTATHON!
Technically, Virtua Cop 2 looks about as impressive as the previous conversion - however, expect more detail in the final version, due at the end of the year.

MAXIMUM RESPONSE

THE TEKKEN 2/VF2 "HANDBAGS AT DAWN" SHOWDOWN

Last month in MAXIMUM we printed a letter from a certain Alex Tan Eul who argued that Tekken 2 wasn't in fact the greatest fighting game ever and suggested that Virtua Fighter 2 was. A veritable flood of missives arrived on my desk and infested my email account, and I gleaned much amusement from them. So since this is the last issue in its current form, I've decided to print a MAXIMUM Response special, where the greatest examples of this oh-so-pointless debate can be published. Enjoy! RL

Dear MAXIMUM

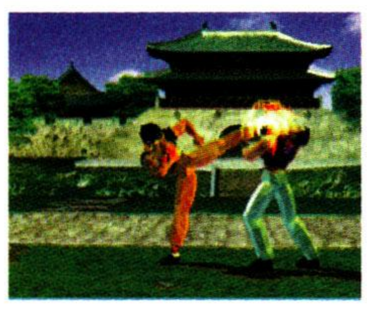
Having read all of your Extended Plays and News pages, I was pretty much satisfied with the mag until I read Alex Tau Uel's letter which was pure shit. The poor guy compared the arcade versions of Tekken 2 instead of the home versions.

First he said that Tekken 2 was slower than VF2 - wrong. They both run at 60 frames per second and Tekken 2 on PSX's got a greater resolution than Saturn's VF2 [Well, you ARE wrong here, VF2 has the higher resolution, but carry on - RL] and the actions are faster. [He then compares individual characters' moves from both games and says that Tekken is faster].

As for the paleness of the characters in VF2 bring caused by the higher resolution - wake up! And does it matter if half the moves are realistic? At least Tekken 2 has got dragon punches and spectacular non-pixelling throws compared to them VF2's throws are pieces of shit.

I am a brown-belt Judoka and never witnessed any Judo-like move in Tekken 2 - they guy couldn't spot any difference between yoga and karate!

Now the characters sure are blocky (except Yoshimitsu) but they are more detailed (take a deep look in **MAXIMUM** issue #6 at the "your-character-is-made-of-green-atoms" cheat and you'll notice the level of detail the opponent has).



As I'm into the cheats just realise they they are unlimited (ahem, nearly). They assure, with 25 fighters, the longevity of the game. Just how many cheats are there in VF2? And how many characters? Hey, hey! Until now Tekken 2 rules.

[The rest of the letter concerns the fact that System 11 is PlayStation in an arcade unit, while Saturn has ST-V which the Namco guy interviewed in Edge said wasn't as good. Then he says is buying a Saturn any way. And then he says Tekken 2 is better again. And finally... [Big cuts here - **MAXIMUM**].

Pity, I thought you were a neutral magazine unlike C+VG.

Someone from London

So we're not neutral because we dare print a letter you disagree with! Your attitude is worse than the Alex Tan Eul you so clearly despise. Whilst Alex argued that VF2 was better because he thought that realism was more important, you seem to be arguing that Tekken 2 is better because er, you say it is. I've cut out your wholly irrelevant bit about System 11 and M2 because it was, to use your vernacular: "shit". Read the rest of these letters and you might learn something, young man. RL

Dear MAXIMUM,

Having read Alex Tan Eul's letter regarding Tekken 2, in issue #6, I was devastated! I bought the game (my first ever import purchase) after having read **MAXIMUM**'s amazing coverage and I wasn't disappointed. I had hours of fun (and frustration) finishing the game with each character to see the different endings, and the team battle mode was wonderful. Imagine then my horror to be informed that Nina's moves (and her stance) are totally inaccurate and that her fighting style is based on judo rather than aikido. I then began to question other aspects of the game. Was there really such a thing as Mechanical Nartial Arts? When fists make contact in a real fight do they produce multi-coloured explosions that create impressive lighting effects? Do kangaroos kickbox? Are there truly such things as devils and angels that fire lasers from their eyes?

Note to Alex Tan Eul: GET A LIFE!!! Is the blood in Mortal Kombat the right colour? How accurate is the inertia in WipeOut? Where is the plot in Jumping Flash? As far as I can make out Tekken is meant to be fun, as well as challenging, and shouldn't be taken that seriously. You appear to have progressed from 'my machine's better than yours' to 'my software's better than yours', but I for one am tired of such letters. People only defend their consoles/computers when they are worried about their future, and PlayStation owners are just as guilty of this as Saturn owners. I bought a PlayStation because I wanted Tekken. Other people I know have bought a Saturn because they wanted Virtua Fighter. As long as the two companies are in competition with each other they will be forced to produce (some) quality software to encourage people to buy their machines. The last thing anyone wants is for one of them (or Nintendo) to become the Microsoft of the games world, churning out third-rate software that people have to buy because there is no other option. If your machine/software is the best then then there is no need to defend it, and no need to bore the pants off everyone else about it. Having lived through the Spectrum/Commodore 64 ST/Amiga wars I can assure you that this kind of bickering achieves nothing. So please, either be happy with what you've got or keep it to yourself.

SO WHAT'S BETTER?

Does it really matter? This game versus game debate can become almost as tiresome as the old machine versus machine tomfoolery. The age old advice remains in full effect: if combat games are important to you and you're considering which 32-bit machine to get, PLAY THE GAMES and MAKE UP YOUR OWN MINDS. It's all very simple n'est pas?

On to a slightly more serious matter. I was rather disturbed by **MAXIMUM**'s confession that it called Tekken 2 the 'Greatest Fighting Game' to 'pull in more PlayStation readers'. What will you do if you want to get more advertising from a particular software house? Give their games better reviews?

Perhaps you should say 'The Greatest Fighting Game if you own a PlayStation and aren't a big fan of Virtua Fighter, Mortal Kombat or Toh Shin Den'. Or perhaps just simply call it 'One of the Greatest Fighting Games ever' and then you won't burn in Hell for lying (if it exists and if it's hot - check with Alex Tan Eul). Anyhow it worked. I bought the magazine and loved it. It has by far the best in-depth coverage of games that I have ever seen and I shall be buying it every month from now on.

Terraliptar Ungomis

PS. I look forward to the Jumping Flash 2 review. You're pretty safe with 'The Greatest Robbit Robot Rabbit Game Ever'. I think.

Not only was the Greatest Fighting Game Ever coverline designed to pull in more PlayStation readers, it was also suggested by Gary, who as I said last month honestly believes that Tekken is a diety in CD form. Trusting his conviction and knowing the resulting controversy would only be good, I went with it. There's no secret agenda on MAXIMUM's part with regards to advertising or review scores. Such pokery is ultimately self-defeating - after all, if you buy a game on the strength of one of our reviews and it is crap, you won't buy the mag again. As it is, it's not as if **MAXIMUM** is crammed with ads anyway, is it? RL

Dear MAXIMUM,

I have just bought Resident Evil (American) and Tekken 2 (Jap). When I finish work every day I get home and put Tekken 2 on, whack my HiFi up to the max and start kicking some butt...

The Saturn can have VF2 'cos that is a very good conversion of the coin-op but it does not seem to have the power of TK2. (eg When you punch the player in VF2 it does not have the power or force, while in TK2 you can nearly feel the punches when they connect and it makes you winch)

As for Res Evil what can I say that it gets a full 100% as everything: sound, music, gameplay (you want to explore the rest of the game) it keeps you hooked for hours...

I am looking forward to the next MAXIMUM mag, as E3 is getting closer and this should start to hot things up the the games industry...

I'm off to try those TK2 codes and cheats, so let the fighting begin..

Keep up the good work with the magazine...

J Culver, via email

So, you checked out both VF2 and Tekken 2, decided which one you preferred and bought it. It's all pretty simple really, isn't it? RL

Dear MAXIMUM,

Alex Tan Uel's comments (**MAXIMUM** Issue #6) about the realism of VF2 were hilarious! I have over 100 hours' experience of no holds barred martial arts tournaments (known as Shootfighting) so I am a bit of an expert on this subject!

Tekken 2 contains THE most common finishing moves used in shootfighting. The vast majority of the techniques used in Tekken 2 are either from Shootfighting or Pro-Wrestling, both very popular sports in Japan.

Benny via email

Well that's that sorted out then. RL

Dear Mr Leadbetter

Congratulations on a wonderful magazine. I have no hesitation in saying that **MAXIMUM** magazine is the best games-orientated magazine on these shsd like to reply to Mr Alex Tan Uel's remarks regarding the neverending debate concerning VF2 and Tekken 2, but I won't, it's a waste of time. I have a PlayStation and a Saturn and quite simply I like Tekken 2 more than VF2.

Arguments about which is the 'better' game are pointless - as you so rightly pointed out in your reply, there will always be differences of opinion. Whilst competition between formats and companies often yields rewards in ever-improving games, the puerile debates carried out by some players is a different matter altogether and not constructive in any way. Long drawn out letters like Mr Uel's smack of insecurity. VF2 is a very good game, but on the Saturn especially, it has many faults and only the extremely blinkered will ignore - it is not the 'perfect' game that so many proclaim it to be.

VF2 and Tekken 2 are games, not 'serious' simulations - just enjoy them and leave the fighting to the characters.

TC, via email

Thank you. And goodnight. RL

THE ESSENTIAL BUYERS' GUIDE
REVIEWS

Nintendo 64 dominates the line-up of reviews in this last edition of **MAXIMUM** in its present state. Super Mario 64 is a game that defies superlatives, a groundberaking piece of software that makes a mockery of just about every "next generation" game we've seen to date. PilotWings is an excellent piece of software too, but like its Super NES predecessor, it's unlikely to stay in the gamesplayer's consciousness like Mario. Still, it's another essential buy for prospective Nintendo 64 owners. On the other systems there remains a fair range of quality produce. PlayStation owners get to sample the delights of Resident Evil in its official form and also get to see the brilliant International Track and Field - a spectacular return to form for industry stalwarts Konami.

For Saturn owners, Guardian Heroes and Night Warriors stand out as quality produce and also show what the Saturn does best without a shadow of a doubt - super-quality 2D arcade games unlike any other system!

MAXIMUM GAME OF THE MONTH

SUPER MARIO 64

NINTENDO 64

We don't usually cover import games, but Mario just had to be done. Look, this game is the best thing we've played IN YEARS! A somewhat detail intensive look at the beginning of the game can be found on page 8. For the full reasons as to why this game is so fantastic, turn over the page.

This game will be remembered as the title that broke the **MAXIMUM** reviewing system!

MAXIMUM RECOMMENDED

PILOTWINGS 64

NINTENDO 64

Any other month this would have received the coveted Game of the Month award. However, since it was released at exactly the same time as Super Mario 64, it has to take a dive! Still, PilotWings 64 **is** absolutely BRILLIANT.

TRACK AND FIELD

SONY PLAYSTATION

A truly astounding multi-player experience, **MAXIMUM** reckons that this is by far the best new game we've played in recent months. Marvellous.

RESIDENT EVIL

SONY PLAYSTATION

Out shortly in an official capacity, words alone cannot convey the excellence of this Capcom title. In terms of arcade adventuring, this game is in a class of its own.

GUARDIAN HEROES

SEGA SATURN

Treasure are a company who graft pure videogaming brilliance - a case in point being the new Saturn title Guardian Heroes. Mixing elements of Golden Axe, Street Fighter and Zelda, this is yet another unmissable Saturn experience.

DUKE NUKEM 3D

PC CD-ROM

Yes, it's another first person perspective 3D shooter in the style of Doom. It's also bloody excellent fun and could well even surpass Doom's notoriety. A game for all PC owners to buy and enjoy... until Quake comes out!

MAXIMUM RATINGS SYSTEM

★★★★★	A truly seminal title that's the undisputed cream of the next-generation crop
★★★★	An excellent release at the forefront of a particular genre, and heartily recommended.
★★★	A title with much to offer, but that hits wide of the mark for some prospective punters.
★★	A rather unappealing game that would only excite the mythical "fan of the genre".
★	Disgraceful leprous software that should not be allowed to rest with your collection of quality games.

SOFTWARE LINE-UP

NINTENDO 64

SUPER MARIO 64	★★★★★	PAGE 116
PILOTWINGS	★★★★★	PAGE 118

SONY PLAYSTATION

TRACK AND FIELD	★★★★	PAGE 120
BATTLE ARENA TOSHINDEN 2	★★★	PAGE 121
RESIDENT EVIL	★★★★★	PAGE 123
SPACE HULK	★★★★	PAGE 123
DARKSTALKERS	★★★★	PAGE 122

SEGA SATURN

NIGHT WARRIORS	★★★★★	PAGE 124
GUARDIAN HEROES	★★★★★	PAGE 125
ALONE IN THE DARK	★★	PAGE 125
EURO '96	★★★★	PAGE 126
GUN GRIFFON	★★★★	PAGE 127

PC CD-ROM

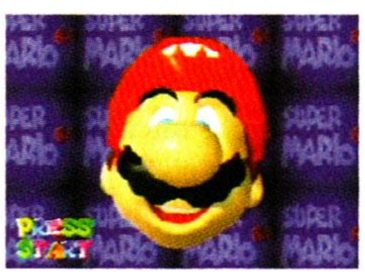
DUKE NUKEM 3D	★★★★★	PAGE 128
WITCH HAVEN 2	★★	PAGE 129

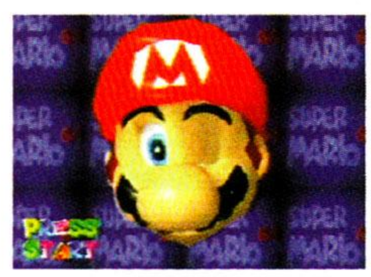
NINTENDO 64

As this is the last issue of MAXIMUM in its current form, we have decided to go out with full-on coverage of two of the most anticipated videogames ever. Super Mario 64 and PilotWings 64 continue Nintendo's fine tradition of producing the best games in the world. Normally, MAXIMUM does not cover imported titles, but the sheer fact of the matter is we've played these two games a great deal and we know that you need to know just what we think of them before this particular editorial team disappears to work on different projects.

SUPER MARIO 64

This is the GREATEST videogame of all time





This is it... the big one. For years now, Nintendo have been goading us with their "Project Reality" system, the Silicon Graphics-based hardware that would take videogaming into the 21st century and annihilate Sega and Sony's 32-bit efforts. Nintendo 64 is finally here and once again flagship character Mario is appearing ready to redefine videogaming excellence, thanks to Shigeru Miyamoto and his hand-picked team in the R&D labs of NCL.

For once, it would appear that you *can* believe the hype, because once again the Mario team have performed miracles. The old 2D platform genre is essentially dead with the arrival of this game. The limitations inherent with the genre have been swept away in the wake of Mario 64. Attempting to explain exactly why is no easy task. Still, here we go...

The best design of Super Mario 64 is pretty simple. You begin outside a castle, and all the action essentially takes place inside (although these is a large amount of terrain outside, which reaps rewards if thoroughly explored). Once within the castle walls, the task begins proper. Wall-mounted pictures are in fact portals which take you into Mario 64's many worlds. The objectives here are to locate the hidden stars and therein lies the game's brilliance. On a typical sortie into a level, you can only get one star before the level ends. But there are more stars to discover, forcing you to re-enter the level. Only this time it's different, depending on what you achieved the last time you enter the level. For example on the first main underwater level, you need to lure out an eel from an undersea wreck in order to locate a quartet of chests. Open the chests in order to uncover a star (which ends the level). When you enter the stage again in search of the next star,

you'll see that opening the chests has caused the ship to rise, significantly changing the geography of the level.

It's a very simple idea but it boosts the longevity of the game to hitherto unheard of levels. Some levels have up to nine stars to discover and conceivably, you could spend days alone on just the ONE level. Only you don't have to. Again, this is another aspect of brilliant concerning Mario 64. The open plan of the castle allows you plenty of freedom to explore myriad stages, building up your collection of stars (which are used to open up later levels).

Aspects of Mario World that added to the lastability

IMPORT TRAGEDY

It had to happen - the undisputed hardware launch of the decade has resulted in pathetic Mickey Mouse prices for Nintendo 64 via our friendly importers. Remember the £750 Sega Saturns and £800 PlayStations on their respective launches? Well, you ain't seen nothing yet.

Nintendo 64 retails for around £170 in Japan, and if you were after the compete pack of Mario, PilotWings, the machine and a memory card you'd be looking at £300 tops.

As it is, prices for a machine with Mario are ranging from between £800 to (get this) £1800 depending on who you ask. Bear in mind that with the latter price, you could probably get a cheapo ticket to Japan and buy one for yourself.

Our advice? Just wait and prices should stabilise at around the £450 to £500 within a couple of months. Yes Mario is a revolution, but £1800? No, sorry...

Ready yourself for the ultimate in 3D platforming action!

Super Mario 64 is a revolution of a game!

return in Super Mario 64. For example, the translucent coloured blocks (which are activated when you find the appropriate switch) can open new areas of a level, taking you back to that level hours after you had seemingly completed it.

That has always been the brilliance of Mario games - the fact that you are never quite sure just when the game has been completed. It's as much a test of brainwork, puzzling and memory as well as 3D stick dexterity... which leads us to what is probably the only problem the game has.

Right from the days of Donkey Kong, Mario has been synonymous with intuitive gameplay. Super Mario World was perhaps the ultimate expression of controllability in a 2D platform environment. Everyone loved the game because it was so easy to get into and controlled so well - when you lost a life, the frustration you felt was never down to inadequacy in the controls. You had made a mistake. Pure and simple. Things aren't quite so cut and dried in Super Mario 64. The 3D world demands a a new interface, hence the arrival of the 360 degree 3D stick. Regular **MAXIMUM** readers would have read our misgivings about it in our Shoshinkai report in issue #3. Basically, the way the system works take a lot of getting used to. Literally just jumping onto a meanie's head (so, so simple in 2D Mario) is initially quite a challenge in Mario 64. It is very, very difficult judging which direction to push the analogue stick in order to walk in just a straight line! Walking along thin platforms is again a most testing task - half the time you fall off during the simple procedure. This kind of frustration has never been felt in a Mario game before. These problems can can be overcome, but it's down to practise. Pure and simple practise.

To be frank, this is something of a hardware problem. It's virtually impossible to find fault with the concept and actualisation of that concept in Super Mario 64, because like Mario World and Yoshi's Island before it, this game is a vast, sprawling world packed with incredible sights, hundreds of delightful scenarios and challenges. Best of all, there is a tangible sense of innovation. When you bought Mario World on the Super NES, you had the feeling that were taking part in something you wouldn't have been able to experience before. That same feeling takes over when you get to grips with Super Mario 64. only this time Mario's world has an even greater sense of "realism" about it. The 3D isn't just a gimmick - the design of the game gives you a sense of freedom you would never have felt in a videogame before.

In short, Super Mario 64 is an almost mind-expanding experience which simply must be experienced to be believed. The only gripe we have is that unless you have contacts in Japan, you're going to be ripped off financially in order to have this experience any time in the near future.

★★★★★★

SHOGI TRAGEDY

What is Shogi? Regular readers will know this is the Japanese chess simulation F1 Exhaust Heat supremos Seta have launched with the Nintendo 64.

As far as we can tell, it's a pretty simple (albeit 3D) translation of the Japanese game and will be nothing more than a curio for any one outside of Japan. Even our Japanese national news editor Yas Hunter termed it "obscure".

Still, that hasn't stopped our sister publication CVG ordering not one but TWO copies of the game! Why? Because it's a launch game and there must be some reason as to why Nintendo would allow them to launch it. Yeah, right...

PILOTWINGS 64

More Miyamoto magic on the ultimate gaming system!

ACCESSORIES

The launch of Nintendo 64 was met with a number of accessories.

As well as the machine (with which you get one pad), Mario 64, PilotWings and er Shogi, a range of peripherals are available.

Different coloured joypads are available along with memory cards (which plug into the underside of said joypad) and various AV cables (RGB and S-VHS).

Prices range from between £10 and £20, making them slightly cheaper than the equivalent Saturn and PlayStation wares...

PilotWings originally began life in the late eighties as a concept project for the then-forthcoming Super Famicom. Code-named DragonFly, the game was Shigeru Miyamoto's attempt to weld the dynamics and fascination inherent in the best flight simulations with the enjoyability of Japanese (make that Nintendo) game design. The result was one of the most technically excellent and exciting of the first batch of Super Famicom titles released in 1990. To this day, PilotWings remains one of the most well-loved of Nintendo games.

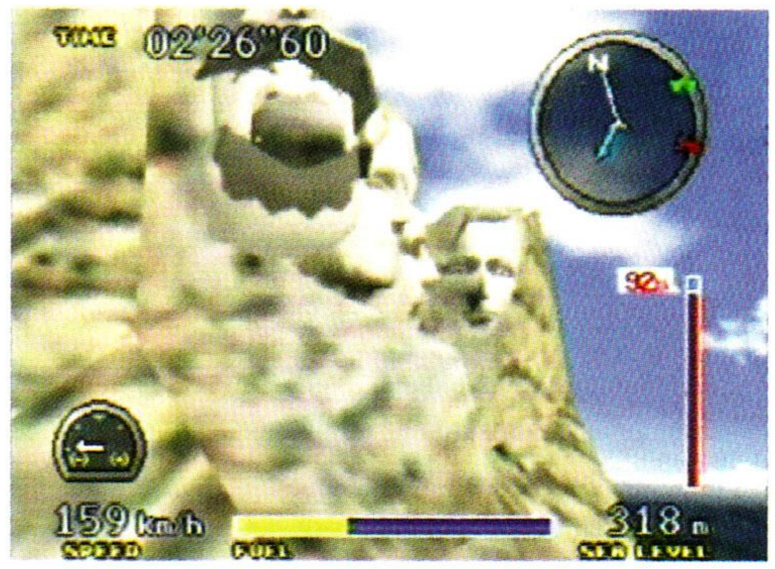
The same principles and the same excellent results can be seen with PilotWings 64, essentially a remake of the Super Famicom classic. Only this time, thanks to the natural progression of both game design and technology, the game is far, far more compelling. Paradigm Simulations' unrivalled flight sim know-how boosts the gaemplay and dynamics to new levels, whilst the Nintendo 64 technology allows for the creation of frankly

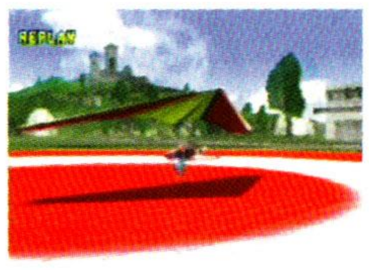
incredible environments and extreme realism, tempered by the design skills of Miyamoto.

Just like the original PilotWings, the game is a test of flying skill encompassing aerial dexterity and total mastery of your chosen mode of transport. Each test starts with a description of the task in hand, along with the option to check out the environment from a sort of satellite-perspective of the proceedings, allowing you to essentially plan the optimum route. From there the exercise starts proper, with you taking your character into the skies, performing the task in hand and then coming in to land. Every part of your performance is monitored by the PilotWings judges, who award you marks out of one hundred after you've landed (or crashed, or whatever!).

The three main forms of transport on offer are the hangglider, the rocket-belt and the James Bond "Little Nellie"-style gyrocopter. The latter is equipped with missiles, the former with an on-board camera allowing you to take photos of the spectacular scenery! These are activated with the trigger button on the base of the N64 controller. With the rocket-belt, pressing this button causes the belt to quickly fire off retros in all directions, effectively stopping you on the spot.

The "meat and drink" of the missions involves, at least to begin with, performing exactly the same exercises as in the original PilotWings - that is, flying through hoops suspended in space and then landing (later missions see you using each craft's equipment to perform more diverse actions). To begin with, this is exceptionally easy - particularly on the gyrocopter missions. In fact, **MAXIMUM** defies you to score less than a total of 97 on this mission on your first go! However, as you complete the exercises and progress, things get tougher. Different types of hoops appear (which begin to spin on their axes, making things much harder) and their placing makes the game so much testing. Unlike the original PilotWings, everything is in full 3D now, with no flat landscapes to aid you. Successfully negotiating your way around city streets without crashing as you chase the next set of hoops becomes very challenging. And if the gyrocopter seems too easy, the direct opposite is true of the hangglider. Staying aloft is down to good planning - you need to plan your route across the thermals in order to fly through the hoops and land correctly. The mid-level difficulty rocket-belt is an exercise in exactitude. This is the most controllable craft and thus the penalty for shabby flying is much more pronounced on the final score-sheet (however, just like the Famicom game, pressing the top-right shoulder button gives you an overhead view, making





landing on the big red target easier). To begin with, PilotWings is a heady rush of gaming excitement. This is due in no small part to the phenomenal quality of the graphics. The years of flight sim experience that Paradigm Simulations have clearly pays off when you examine the sheer quality of these visuals - the landscapes are absolutely fantastic with a hitherto unattainable level of detail and realism apparent. These environments, which look so stunning from hundreds of feet up in the air remain just as lavish when you're hovering a

couple of metres off the ground, as you complete your landing. Witness the rocket-belt stage where you take off in the middle of a graphically outstanding fairground - this shows you the sheer detail when you're on terra firma. Once you're up in the air, it's a breath of fresh air to see no clumsy clipping, horrible-looking pixellated texture-maps or ugly lines where polygons don't mesh together properly. Yes, Nintendo 64 really is a generation apart from the Saturn and PlayStation and PilotWings is an excellent example of this. Just look at the translucent thermals on the hangglider stages or at the waves break-

ing on the shores of the Los Angeles stage. In fact, the only slight irritation with the graphics is the changing frame-rate. PilotWings loses frames as the detail increases, but thankfully, the nature of the game means that speed isn't so important and the amount of frames per second never slips so low that the illusion is spoiled. Also, you always remain fully in control, and thankfully, in the case of this game, the 3D stick works very well indeed. It's clear that this type of application was more in mind than the control of Mario in his new platform epic, where 360 degrees of movement does take some getting used to. In fact, the only disappointment you might feel with PilotWings is a sense that you've done this all before and even then, this is only a fleeting feeling. The basic gameplay *is* very similar indeed to the 16-bit original, and it's only after a while of playing that you realise that the enhancements to the game design are quite subtle. The original game was a cake-walk - better design has made this new version far more testing. Swooping down a narrow street between skyscrapers to fly through hoops was something you never did on the original. Indeed actually planning a route through was never required... it certainly is now if you're to keep your scores in the nineties and thus graduate to the next set of three missions. Overall, PilotWings 64 is clearly in a class of its own in what it actually is in terms of concept and how it goes about it. The sedate nature of the gameplay might not appeal to everyone, but the bottom line is that PilotWings 64 is an unparalleled test of skill, dexterity and control. It is a game that you must own and whilst not quite in the same league of "must-have"itude as Super Mario 64, it remains an astounding achievement and another triumph for Nintendo. Roll on Mario Kart R... RL

★★★★★

ONCE YOU HAVE YOUR IMPORTED NINTENDO 64!

Okay, you've got the money and you want a Nintendo 64 NOW! What do you do? How do you prepare? If you've ordered a rush machine, the chances are it will arrive at your dwelling unconverted.

You'll need a stepdown converter to handle the Japanese voltage and you'll need to see if your TV can handle a composite video signal at NTSC. Most 14" TVs can't, but the big home cinema jobs can. If you lack the appropriate "job", a video converter (around £50) is required until you can get your hands on an RGB lead.

Be prepared! It would be a shame to have to endure a black and white display or a smoking remain of a Nintendo 64 because you didn't take the necessary precautions beforehand.

SONY PLAYSTATION

A veritable mixed bag of reviews in this month's edition of MAXIMUM. The good games come from respected Japanese companies Konami and Capcom. International Track and Field is a most excellent multiplayer experience and as for Resident Evil... well, any one who checked out our Masters' coverage in the last edition should be aware of the most awesome nature of this piece of software.

Apart from these two games it must be said that there is something of a lack of excitement in the PlayStation world at the moment. Thankfully this should all change come September when the big budget games get their releases (here's a tip for you: buy Formula One!). With Jumping Flash 2, Tekken 2, Crash Bandicoot, WipeOut 2097 and Street Fighter Alpha 2 in the pipeline, the PlayStation's future is assured.

INTERNATIONAL TRACK AND FIELD

A triumphant return to form for Konami!

I must confess that prior to International Track and Field I was never a big fan of joystick bashing sports sims. Back in the days of Daley Thompson's Decathlon I remember wiggling my stick (yes, ho ho and all that) and thinking how utterly ridiculous the whole concept was. It was more a test of physical endurance than hand-to-eye co-ordination, and I was at a loss as to how anybody could actually derive entertainment from a novelty game where they spent half the time not even looking at the screen.

Now, twelve years later, the joystick wiggling has developed into button tapping, the flat sprites have been replaced by motion-captured polygon athletes, and the one channel bleeps have become CD quality samples and music. But the effect is still the same: pound your pad, time a few button presses and hope you win.Thankfully, since my inauguration at EMAP my mental age has regressed (too much time around Messrs Leadbetter and Harrod) to the point where I can now understand - neigh enjoy - the principle behind International Track and Field, and judging by the popularity of the genre I'm not the only one.

To be fair, the game's mechanics aren't quite as simple as that. There's a special knack to building power (see the Extended Play) and with some of the throwing events, both an understanding of the event's precise mechanics and good sense of rhythm is required to achieve consistently impressive results. And then there's the actual finger to pad interface to consider. Do you use your nails, a paper cap, a pen... the list goes on. However, Track and Field's success was never going to be based on the depth of its gameplay. Its all about the joy of competition.

Here at EMAP we've been competing against each other non-stop since the game arrived over a month ago, with daily IT&F sessions becoming something of a ritual. Every time someone boots up the PlayStation and the familiar Konami jingle fills the air, you can be sure that three other players will appear out of the wood work - regardless of ability - to take their place in the next on-screen Olympics. Memory cards are exchanged, replays are studied, fingers are rubbed to the bone and a general level of childish sadness descends over Images as colourful insults are hurled back and forth by competing 'athletes'.

Indeed, the joy of four player IT&F cannot be understated. The taunts, the challenges, the ridicule, the boasting , the record breaking... it all adds up to some of the most sociable fun you can have on your PlayStation. Provided, of course, that you have a multi-tap, four pads and four readily available mates. And there's the crux. IT&F is almost exclusively a multi-player game. While some might strive just to get better records, for the most part the game only works as a party piece : half an hour of pure entertainment for four players that you can return to again and again, but that you wouldn't want to play for hours on end. Is it good enough to warrant the outlay of capitol for a multi-tap and two new pads as well? Probably not, but if you already own the kit, it's definitely time to get physical. DJ

★★★★

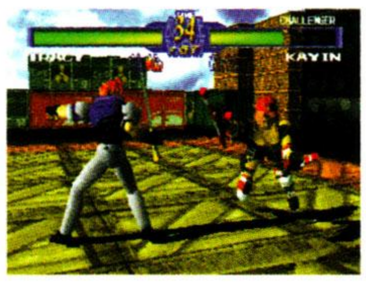
WILD AND PURE?

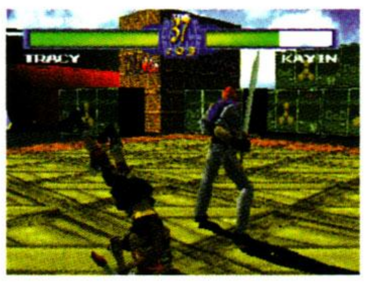
The purveyors of the strange, bizarre and downright odd; Artdink, have just released another great PlayStation title to their collection. Entitled Story of the Sun, Wild, Pure and Simple Life (catchy, eh?), the game is set to be the world's first Caveman sim, with you in control of a grunting male or female of the species. Once you've selected your Phil Dawson lookalike, you must journey across a 3D texture-mapped polygon landscape on the lookout for food, monoliths, food, mammoths, food, caves, food, sea and more food. Yes, it is very very strange indeed, but phenomenally absorbing and horribly confusing to boot. Those import owners who've previously enjoyed The Aquanaut's Holiday (another awesome Artdink release) should definitely check it out.

BATTLE ARENA TOSHINDEN 2

Is Takara's sequel just too little, too late?

When Toshinden first appeared on the PlayStation, everyone was astounded by what Takara had done with the new technology - after all, the only fully textured fighters seen to date had been in the arcade version of Virtua Fighter 2. Oh, and a little game called Tekken. When the latter title appeared on PlayStation, Takara's game was over - Tosh was blown away by superior speeds, gameplay and techniques. So where to go from there? How could Takara recapture the ground seized by Namco?





For Japanese PlayStation owners, the answer presented itself just before Christmas last year. Battle Arena Toshinden 2 was a joint PlayStation/arcade launch and was widely hyped to take over from Tekken as the premiere fighting game on the Sony system. Only it didn't... and it's unlikely to with its UK launch, either.

Taking a look at the screenshots, you might wonder what exactly has changed from the first game. The answer is, not a great deal. The presentation has been completely overhauled with a new full-motion video intro and there have been some changes in the character roster. Boss Gaia is now selectable, but has lost his mega-armour from the first game whilst police-girl Tracy bludgeons her foes into submission with electrified tonfa. The best new character by far is Chaos, who could well qualify as the most bizarre fighting game character ever to grace the PlayStation. Regular **MAXIMUM** readers will know of the existence of extra boss characters (the gun-toting Vermilion being the best of all - check out issue #4) who add a great deal to the package.

Unfortunately, what has been added just isn't enough. Toshinden 2's opposition (in the form of Tekken, its sequel and VF2) boasts super-smooth 60 frames per second movement, whereas this title is still around the 30 mark of the original. The pace has been increased from the first game, but since it's no smoother, this gives the game a noticeable jerkiness which just isn't expected in PlayStation games this day and age. Just like the first game, the actual movement on the characters lacks effective motion capture - the fighters look like poorly animated puppets.

Graphically speaking, the term "mixed bag" springs to mind when checking out Toshinden 2. The backgrounds

are 3D (none of this VF2 or Tekken parallax 2D scrolling here), but are poorly defined and textured. The ring itself still suffers from some abysmal polygon warping too. The characters do look great in their light-sourced glory, but they are let down by those backgrounds.

At the end of the day, a measure of a game's success or failure comes down to its playability and in these regard, Toshinden 2 is... well, adequate. It is faster than the first game, there is more to look at and a slightly stiffer challenge awaits, but Takara have merely added some icing to the cake that was the original Toshinden.

Rather than face up to the challenge imposed by Namco with its Tekken games, Takara have taken the easy route out. Rather than attempt to produce something as new and exciting as the first game - and Tekken - were when they were first released, the Japanese company have seemingly rested on their laurels. As it is, upon gaining its European release, Takara's game is performing exactly the same role as the original did last year - filling the gap until Namco's new fighting game appears. **MAXIMUM**'s advice is to wait - Tekken 2 is a far, far superior title to this. RL

★★★

MINI REVIEW

The Aquanaut's holiday was released in Japan many moons ago and created quite a stir, after all, no one had seen this type of game before. "Wot no shootin'?" Yep, afraid so. This stress reliever was so relaxing (even more so had you acquired some Class B narcotics) that people spent hours mesmerised at the screen. So, what do you do? Well, you look at fish, build a reef (of the aquatic kind), and look at more fish. Over 200 different types! Despite some polygon build up in the background and sparse ocean floors, the game is a beautifully peaceful experience. Take to the seas to discover greek temples, angler fish, pink sharks and more. A highly recommended title for those wishing a comedown from the stresses of modern life.

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DARKSTALKERS

Has all the wait been worth it?

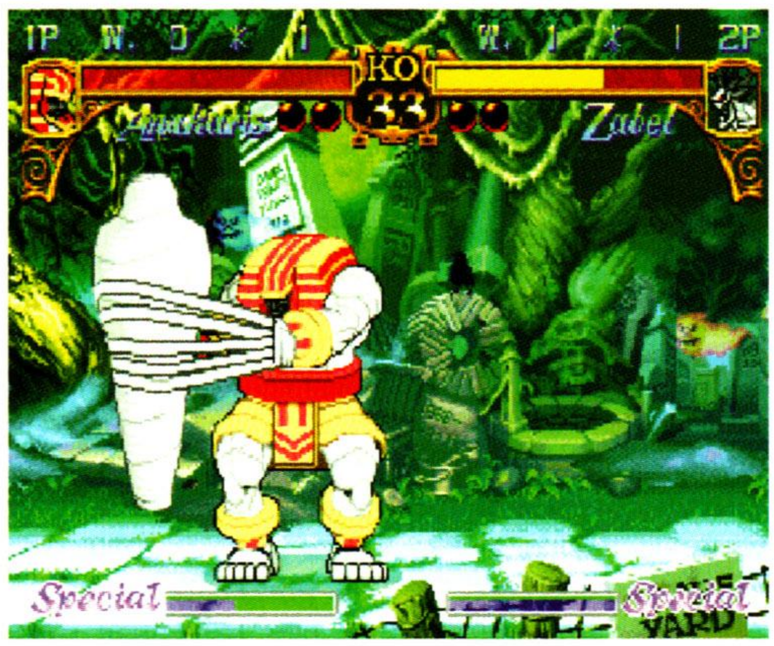
The longest development time needed for a game has to be Darkstalkers on the PlayStation. But has the year and a half of waiting been worth it? Well, the answer is a little disappointing NO. The game fails on two counts - the actual conversion itself and the timing of the release.

Darkstalkers is one of **MAXIMUM**'s all-time top games as it requires a huge amounts of technique, its originality and most of all, the appeal of its characters. A lot of other magazines go Street Fighter and X-Men crazy, claiming that these two games are the top fighting games available and for the less competent players around, this will be the case. But for those true fighting game addicts, Darkstalkers is the game they'd go for every time. So, you thought that Gouki's fire cracker was tough? You don't know the meaning of the word! A majority of the super combos require commands similar if not more difficult than Gouki's ultimate technique but when pulled off in conjunction with a chain, the satisfaction is immense. And the PlayStation version qualifies with flying colours.

DarkStalkers was the first time that Capcom introduced guard reversals and super combo techniques and that's where the game comes into its own. Whereas in other Capcom games the player gets stuffed once put into the corner (Alpha does have Alpha Counters but they don't take effect until the player's SC gauge is stocked), DarkStalkers allows the player to counter at any time without the hindrance of SC gauge worries, resulting in a much faster game. X-Men is also fast but the control is not quite there with the joint Marvel effort but DarkStalkers gives full control even if the moves do look very elaborate. And the PlayStation incarnation does fine there.

The game also has some of the most appealing characters of any game like the succubus Morrigan and the zombie guitarist, Zabel. But this is where the game starts going downhill. All the characters are there but with only something like a half on the original's animation, the distinctive fighters are somehow not quite the same. The worst example of this tomfoolery is when you try to chain with Morrigan starting off with a low weak sweep. There's only about two frames used to animate her legs and this makes her look more like a cardboard cut out than a living piece of animation that it is in the arcade parent. And bearing in mind that one of the arcade Darkstakers' strengths lay in its cel-like animation, it is a something of a failure.

And when you finally reach the last two bosses Phobos and Pyron, there's horror of horrors, S-L-O-W D-O-W-N!!! Not so much with Pyron but when you fight Phobos cross-ups become extremely tough as the Killer Machine fires off all his laser moves and slows the action down, making the timing of the moves obscure and awkward. Slow down like this hasn't been see since the days of UN Squadron and Gradius on the Super NES!



Even if the conversion was a nigh-on identical to the original, it's still a doubt whether the game would sell by the bucket loads or not. With Street Fighter Zero been on the shelf for some six months, DarkStalkers is trailing well behind though the game does have its hordes of fans in Japan.

Looking on the positive side, the game loads twice as fast as the PSX SFA even though the game has much more character animation! If you're looking for a change from the usual helpings of muscular biceps and hadokens, this game will work wonders, as well as satisfying some of the original's fans. The game also offers much more techniques for the player to master than the usual Street Fighter games and will appeal to the more skillful of gamesplayers out there. Good conversion but with the time that was actually spent on developing the game, **MAXIMUM** feels that a better conversion could have been produced and being DarkStalkers fans, it's a tad disappointing. Let's hope Capcom don't make the same mistake with their PSX conversions of their Marvel based fighting games. YH

★★★★

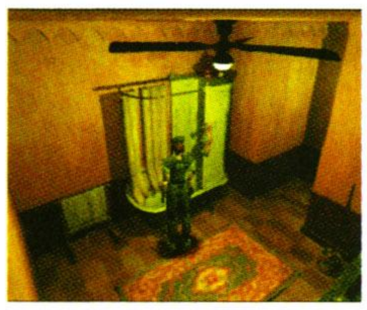
CAPCOM LATEST

A recent visit to Capcom in Japan yielded some excellent new info. First of all, we had a chance to check out the PlayStation version of Street Fighter Alpha 2. We can reveal that it's just as close a conversion as you could hope for and has enough individual features to make it an essential buy even if you already own the original Alpha.

It's also scheduled to be the LAST Street Fighter game for the PlayStation. The head of Capcom R&D told us exclusively that he forthcoming Street Fighter 3 (which is *2D* by the way!) uses technology so powerful the Saturn and PlayStation just wouldn't be able to cope with it!

RESIDENT EVIL

Capcom's stunning debut in the 3D arena!



When you think of the name Capcom, it's synonymous with top quality 2D beat 'em ups like the legendary Street Fighter series. But who would have thought of Capcom ever producing a 3D adventure game? The closest that Capcom have ever got to an action adventure was the Dungeons & Dragons side-scrolling combat game. But now the masters of 2D games have come up with a classic adventure that makes other examples of the genre pale in comparison. Resident Evil is a game like no other and has to be a hot contender for the PlayStation game of the year for several reasons. The game has the greatest atmosphere of any other game in existence - naming a game that makes you jump as much as when encountering your first pair of Cereberos in this title would be very difficult. Or when you know a lizard man is just around the corner and you only have one shot left in your shotgun with minimum health, the feeling of doom is like no other! Atmosphere isn't the only plus point of the game either. The puzzles require much lateral thinking and have the player engrossed immensely, having him/her fixed to the PlayStation until the puzzle is solved. But that's not to say that it's all a case of 100% thinking and no action. Indeed not as this is a Capcom title and as is the custom with any release from the one of the biggest third parties in the industry, action is top notch. But unlike the previous Capcom games, an all-out gung ho approach would be suicidal and tests the player's practical thinking as well as their puzzle solving abilities. There are bound to be gamers out there who would be sceptical of the game's graphics considering that this Capcom's first 'true' shot at bringing 3D graphics on to the home console market. But believe us when we say this, the game has one of the finest visuals on the next generation consoles and add hugely to the game's atmosphere. The Street Fighter creators have gone to great lengths to construct each of the monsters in Resident Evil and it has paid off considerably, making each creature alone gruesome enough to make any hardened player grab for the spare set of pants.

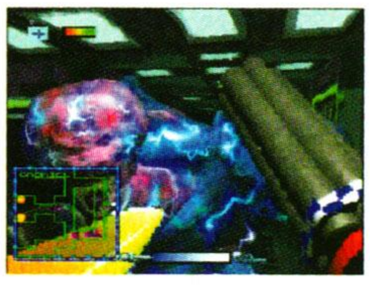
Great atmosphere, action, and graphics isn't what the game's all about either. Lastability. You may have finished the game once, but you haven't really completed the game until you have finished it off with both Jill and Chris, seen all the multiple endings, got the secret keys, and got the secret weapon. How many games are there that offers that level of lastability?

Sick of the slow action of the Alone in the Dark series? What about the flawed games engine of D? Or maybe you're sick off the myriads of racers and fighting games on the Sony machine and yearn for a change? Whatever the reason, Resident Evil answers all of your prayers and demands a place in your PlayStation collection alongside the Tekkens, the Ridge Racers, and the Street Fighters. How many games do you know that offers all the ingredients of a **MAXIMUM** five star rated game? Mark our words, Resident Evil is a bona fide classic and simply MUST be purchased. Just remember, have a spare change of underwear at hand when you play. YH

★★★★★

SPACE HULK

Vengeance of the Blood Angels



I'm a big fan of the 3DO version of Space Hulk, and was pleased several months ago when EA announced that they were taking the time to convert the title to the 32-Bit consoles. Now its arrived on the PlayStation (with Saturn version soon to follow), I'm happy to report that the game retains all of the strengths (and weaknesses) of the 3DO original. On the surface Space Hulk looks like a Doom clone, and a bad one at that. While the graphics are generally pretty good (particularly the Genestealers up close), the levels seem flat and repetitive, and the action moves at a crawl when compared to Doom's sprint. Jaunting down the tunnels blasting away at enemies and occasionally indulging in a spot of hand to hand combat is a fun, but ultimately fruitless, occupation. Of course, as regular readers will know, that's much more to it than that. Behind the Doom style exterior lies a complex and addictive strategy game, with the key to success lying in your ability to competently command an entire squad of marines. Pressing select at any time during the action freezes the game and accesses a top/down map screen, from which you can issue any marine under your control a sequence of orders. As you go about commanding your squad, a timer ticks down at the bottom of the screen (known as freeze time) and once it reaches zero you're thrown back into the action, ready or not. Back in the game your marines go about carrying out their orders, and its up to you to hop between them, lending them a helping hand in combat and the like.The PlayStation version features smoother graphics, a full 360 rotational plane (you can now move in any direction) and the added ability to look up and down (pretty useless in a flat environment - but a nice touch nonetheless). All of the missions from the 3DO are included, and these represent a considerable challenge for even the most hardened Doom fanatic. Overall, Space Hulk is an excellent mixture of action and strategy that comes thoroughly recommended from the **MAXIMUM** posse... DJ

★★★★

SEGA SATURN

Saturn owners may not have the luxury of choosing from thousands of new games, unlike their PlayStation owning brethren. However, as this month's reviews section proves, what games that are released are generally of a higher quality. Take a look at the selection this month: Capcom's rather excellent Night Warriors begins the Saturn onslaught, and it's backed up with Treasure's superlative Guardian Heroes and Gremlin's rather excellent (and indeed well-timed) Euro '96 game. Completing the list of stunning produce is Game Arts' Gun Griffon, which has been severely underrated by some other magazines. On the minus side of things it's disappointing to see a European software house producing the one poor quality game in this month's selection. Surely Infogrames could do better than this than lacklustre, unenhanced PC conversion?

PREPARE TO MEET THY DOOM

We have finally uncovered some information about the near-mythical version of Doom for the Saturn.

Currently it is known that the project is in development and should reach the shelves by September (November at the latest).

Once again, Williams are the main conversionsmiths and apparently hopes are high for a stunning translation of this most eagerly awaited videogame.

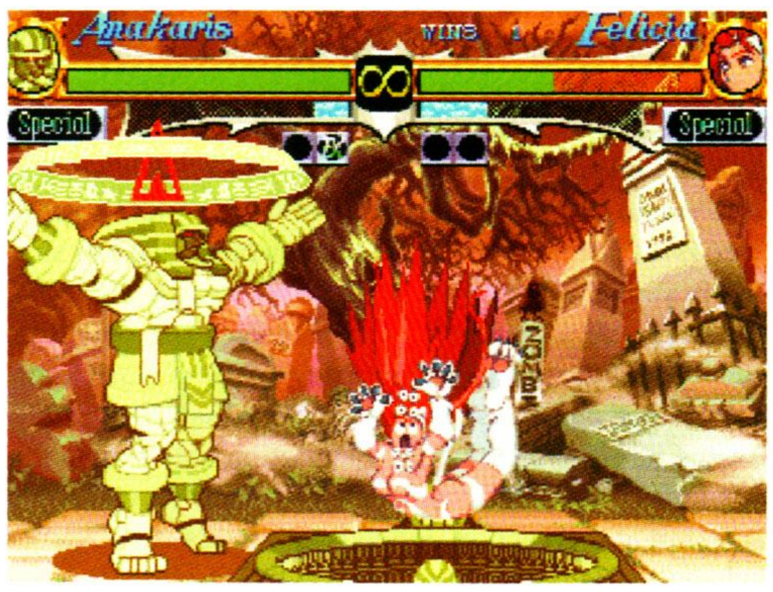
Since then, **MAXIMUM** has discovered that id software themselves are helping out with the conversion - the first time such a thing has happened since id produced the underrated Atari Jaguar version of Doom.

id's lead programmer John Carmack has recently spent his time putting the finishing touches to the central Quake code and tools but has also found time to help out with the 3D engine code behind Saturn Doom.

id currently describe PlayStation Doom as "the best version to play without a mouse" and all going well, this title could well be handed over to the Saturn version thanks to id's timely intervention.

NIGHT WARRIORS

CAN YOU SURVIVE THE DARKSTALKERS' REVENGE?



We've been playing Vampire Hunter - the import version of Night Warriors - for nearly four months now, and it is a testament to the game's brilliance that this far down the line the game still looks, sounds and plays as impressively as the first day we saw it. Better, in fact. Because now we've had time to get accustomed to the multitude of gameplay features and characters, it's become apparent that, like a good pair of jeans, Night Warriors improves with time.

As arcade conversions go, Night Warriors sets a new precedent for Capcom. Switch on the inspired full animation option (for same character battles) and you've got a frame for frame, pixel for pixel, carbon copy of the coin-op, right down to Victor's rippling muscles and the reflections of light on Phobos's armour (we can but hope that Capcom sees fit to include a similar option in any forthcoming arcade conversions). Even without this option the animation is still exceptionally close to the original (much closer than, say, X-Men), and the cheesy tunes and chunky FX of the arcade are all replicated perfectly.

Of course, it doesn't matter how close the conversion is if the coin-op was crap in the first place (er, Primal Rage anyone?), but thankfully Night Warriors was, and is, an excellent game in its own right. The characters are imaginatively realised and perfectly balanced, the special moves system is an innovation in beat 'em ups (access super versions of ALL of your standard moves, as well as super only EX's) and the aesthetics are all well up to Capcom's usual standard . What's more, Capcom pooled together just about every successful technique from ALL the beat 'em ups available at the time (rolling, pouncing, dashing, two-in-ones, chains, etc) and stuffed them all into one slick, accessible game engine. Impressive indeed. But if you're a regular reader of **MAXIMUM** you probably already knew that. What you want to know is: is it better than Street Fighter Alpha? Or X-Men: Children of the Atom for that matter?

Well, I hate to cop out on such things, but I think it really is a matter of personal preference. Street Fighter Alpha combines precision gameplay with incredible depth, and is perfect for gamers who are prepared to invest a bit of time learning the finer details of the game mechanics. X-Men, on the other hand, is a much more spectacular and accessible fighting game, but the 'shakeout' nature of the gameplay can prove frustrating for those seeking the same degree of control as in Street Fighter. Meanwhile, Night Warriors sits somewhere happily in between, with both precision, depth AND some of the most imaginative graphics yet seen in a 2D beat 'em up.

The ultimate decision is yours. You're not going to go wrong with any of these titles (they're all five star games), so just shop around and see which one you like the look of. For my money, I'd rather have Night Warriors than X-Men, but then I'm sure there are thousands of you out there who would disagree. DJ

★★★★★

ALONE IN THE DARK 2

Can Saturn translation of aged PC classic cut the mustard in 1996?

Alone in the Dark was a groundbreaking title when it was first released on the PC way back in the early 90s. And the first adventure of Mr E Carnaby was so successful that it spawned a number of sequels and all proved to be very popular with the PC fraternity. But on the next gen consoles as such as the Saturn, does a two-year-old game cut the mustard?

The Saturn is very badly in need of a BioHazard style game (PlayStation has BioHazard and various other survival horror games like Over Blood) and expectations were high for Infogrames' effort. But things start looking bad right from the start....

In this day and age of CG intros, the intro in AITD2 is just not acceptable and is so poor that FMV sequences from Mega-CD games like Sewer Shark is more preferable than this debacle! An example of such tragedy is the sequence where Ed's friend is edging his way to Grace's prison. The entire part takes well over a minute but that wouldn't be a bad thing should the action be viewed through interesting camera angles but no luck there - the programmers insisted on switching between two particularly uninteresting views and makes the whole experience very tiresome.

All this would be forgiven if the game was good but prepare to be let down all potential buyers - make no mistake, Alone in the Dark 2 is no Saturn BioHazard. The action in AD2 is frustrating to say the least with the player having to battle over the control of Ed rather than with the One Eye Jack's undead minions. The attack method is not as instinctive as the Capcom game and there is a HUGE delay before Carnaby hits his mark with an attack and this results in some annoying deaths where the psychic detective is caught in a line of fire and can't escape because his movements are so sluggish.

The graphics were one of the strengths of the originals on the PC but in it's Saturn incarnation, it fails to horribly. The animation on Edward Carnaby and chums are not too bad, but it's just not as fear inducing as the Capcom title. The animation, however, can also be obtrusive as Carnaby most perform the whole animation routine before moving to another move resulting in heavy punishment should you miss with an attack. The zombies are just laughed at instead of being feared, the weapons are pretty hopeless, and the action just isn't engrossing enough.

Looking on the bright side, the plot is very deep but the action is so frustrating that this overcomes the desire to uncover One Eye Jack's plans. Fans of the original PC versions might feel at home with this title but when you've seen it all before anyway, what else is there to look forward to? As for AITD virgins, they should keep well away from this and save their money for a more worthy purchase.

The bottom line is this: AITD was great for its time and was great at that time for the PC market. Saturn owners should expect far more in this day and age and AITD2 just doesn't deliver - the fact that it is the only game in the market quite like it makes no difference. The genre needs to be taken to the next level and Capcom have done this successfully with Resident Evil. Why Infogrames couldn't have done this for AITD2 is a mystery, and to be frank, this kind of straight port-over of an aged title just isn't wanted in the Saturn market. YH

★★

STREET FIGHTER ALPHA 2 LATEST!

Capcom's next Saturn title was recently unveiled at the Tokyo Toy Show in a near complete form.

MAXIMUM spent a while with the Saturn translation of Street Fighter Alpha 2 and came away considerably impressed with what Capcom had achieved. Despite the fact that the game isn't due until the fourth quarter of 1996, Street Fighter Alpha 2 looked extremely healthy, and very, very near to completion. Without a coin-op near by for comparison it was difficult to judge whether all of the animation had been included (it was in the first Alpha game), but we can say with a hand on our hearts that despite all of the new moves, animations and backgrounds, the Saturn version o f this monumental coin-op should be utterly stunning. Expect to see more closer to the game's projected September release date.

GUARDIAN HEROES

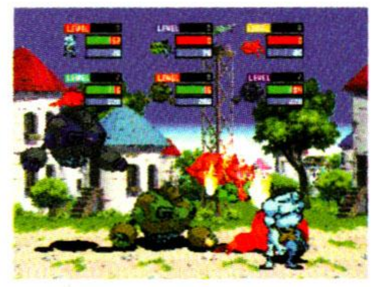
Arcade perfection from Treasure!

When a game receives a five star rating in **MAXIMUM**, it has to be a top quality title that will last for months and months. Just look at the previous five star games like Virtua Fighter 2, Street Fighter Alpha, or Sega Rally - they are still being played even now in the office, some six months after their initial release! Another game that manages to pull the **MAXIMUM** staff time and time again back to the Saturn is of course, Treasure's Guardian Heroes.

Treasure's first attempt at a next gen game combines everything they do best - frantic action and an in-depth storyline with great character design. It would be hard to recommend Guardian Heroes as an all-out action game but it wouldn't be a pure RPG either. And that's what makes Guardian Heroes stand out from the crowd. The Golden Axe-esque fights with Street Fighter moves in a X-Men manic style will appeal to beat 'em up fans who used to shy away from the usual RPGs like Final Fantasy and be gently introduced to RPG elements as such as

developing your character's fighting and magical prowess. RPG fans will also feel at home with this game as the action is not a technique-based slug fest like in Capcom or SNK games. The programmers have been very forgiving in the movements required to execute an attack, for example Hahn's shoulder charge is achieved by performing a Hadoken motion but the game will recognize a joypad input similar to a 90 degree circular motion and this will be welcoming news for the not so technically adept players.

The motions needed to pull off the moves are perhaps too similar between the characters but the style of play is so different for each fighter that playing with each character feels great. And these characters range from the usual stocky yet lacking in cerebral stakes (Hahn) to Nicola who would be pushed to the limits to beat Shaggy at an arm wrestling match but is up there with your Merlins and your Paul Daniels. As with most RPGs, the game allows you to customise your fighters' abilities and makes for a very long lasting game indeed. In addition to the initial five characters, there are 40 more fighters to be found in the game and added to your internal memory, ensuring months and months of play. These other 40 characters may not be used during the normal story mode but that's where the six player versus come into effect. Every single character that you may encounter can be used in the frantic six player fight and the possibilities are endless - imagine a six player slug fest with six heavenly gods, or a six-some pyro rabbit action!



One of the main assets of Guardian Heroes was the very in depth story line which was pretty useless if you couldn't read Japanese! But now the US and the UK versions are about to be released, the legible text is bound to increase the game's value even for GH veterans. And with seven endings in total, and literally thousands of ways to reach each ending, this is a game that won't be completed over night.

If one criticism had to be levelled at the game it would be that it's very hard to see what your character's actually doing when there's more than eight sprites in front of you. However, **MAXIMUM** found that to avoid this problem, it's best to jump between the three different planes to separate the enemy hordes a little before continuing with your massacre and makes the that criticism something of a minor problem.

With hundreds of levels and seven different endings in the story mode, the lonely player is catered for months and months. And if you happen to have a multi tap, six joypads, and six mates, the hours of fun that can be gained from the six player versus mode is just endless! Whether you're a RPG fan or a Street Fighter fanatic, this game deserves to be in your Saturn collection NOW! YH

★★★★★

SATURN AT £199 AS PROMISED!

In the last edition of this fine magazine we made the rather surprising announcement that Sega were planning to bring the price of the Saturn down to £199 following the retooling of the machine in Japan. Thanks to Sony attempting to recapture the value initiative (and bring their machine down to £199), BOTH machines are down to that magical figure!

This is great news for consumers and is bound to result in far more purchases, but the question is, just how much money is Sega losing per machine with the new price tag?

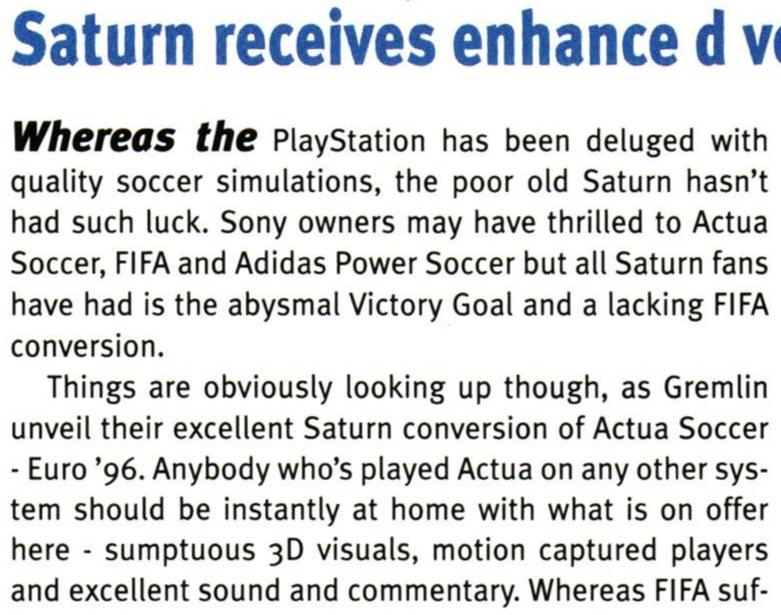
After all, this isn't the new white S1 Saturn that's being sold, it's the old black one (the S1 isn't due until the Christmas selling season). Just how much of a gambit are Sega taking by selling their machine at what must be a loss?

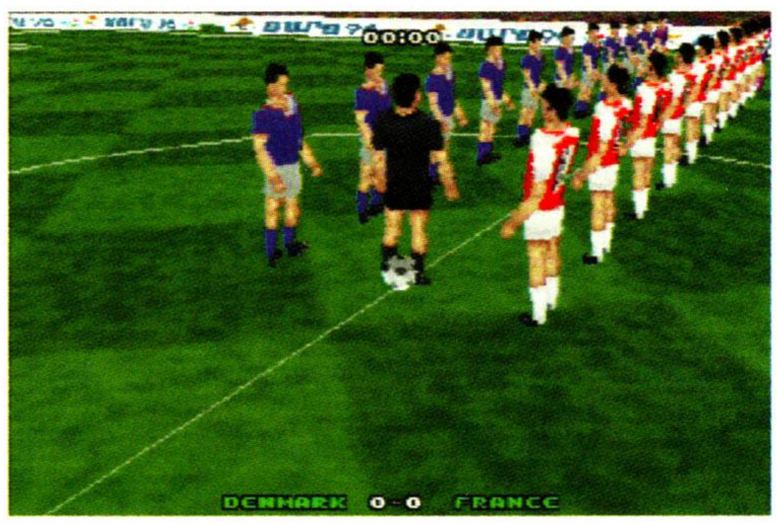
EURO '96

Saturn receives enhance d version of Actua Soccer!

Whereas the PlayStation has been deluged with quality soccer simulations, the poor old Saturn hasn't had such luck. Sony owners may have thrilled to Actua Soccer, FIFA and Adidas Power Soccer but all Saturn fans have had is the abysmal Victory Goal and a lacking FIFA conversion.

Things are obviously looking up though, as Gremlin unveil their excellent Saturn conversion of Actua Soccer - Euro '96. Anybody who's played Actua on any other system should be instantly at home with what is on offer here - sumptuous 3D visuals, motion captured players and excellent sound and commentary. Whereas FIFA suffered in its conversion from PlayStation to Saturn, Actua Soccer has been improved on its arrival to the Sega machine. Yes, it's a sad fact that the majority of third party software is of a poor quality on the Saturn, but Gremlin's excellent efforts simply cannot be ignored.





As soccer sims go, Euro '96 is by far and away the greatest football game you can get for the Saturn. Streets ahead of the two efforts we mentioned early, it's something of an essential buy if you're after this type of game. In fact, the only thing that could possibly rain on Euro '96's parade is the existence of Victory Goal '96 on import (which again is a great soccer game, albeit in a different way), but since that isn't due officially until Christmas, Euro '96 is your best bet. Buy in confidence - Euro '96 is simply a great game. RL

★★★★

GUN GRIFFON

Unrivalled Sega Saturn 3D blasting!

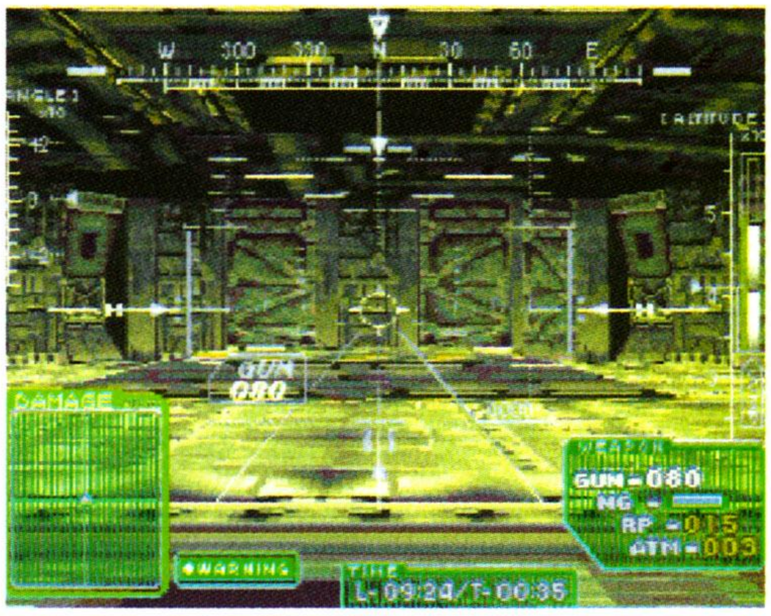
Game Arts have a reputation for quality wares - but in actual fact, the company have only had two products released in the west over the last three years! First of all they released the stunning Silpheed on Mega-CD, which although FMV based was more interactive than most other examples of the genre. Now they're back with Gun Griffon, a first person perspective blasting game that places you in the driving seat of an enormous, well-armed High-MAC Gundam-style robot.

Gun Griffon offers eight missions of hardcore military combat - four are available to begin with, with the others becoming available as the initial missions are completed. Each mission offers different objectives, different task and demands different strategies. Starting off, things are easy - it's simply a case of shooting everything on the map, occasionally meeting up with your helicopter in order to reload your weapons. From there though, things become a lot more complicated - multiple enemy attacks and escort missions conspire to make the game far more interesting, and actually managing your supply of weaponry without being caught short in the midst of a new enemy onslaught becomes something of an artform.

The difficulty of the game is very well pitched. No gamesplayer worth their salt should have any problems with their first quartet of missions (but have you seen any games mag apart from us with pictures of these missions? Think about it...) but the next four are very, very tough indeed. Reliance on your radar is very important, but in these missions, thick forests or hills deprive you of this essential information - the enemy does literally jump out at you when you least expect it.

Graphically speaking, Gun Griffon is more than acceptable. The enemies are excellent polygon models which do help to create a believable battle zone (the mixture of today's technology as cannon fodder, with the big robots being the real challenge, provides a good range of targets) and the environments themselves are well-defined and varied, with foggy missions, night missions and even an underground stage later on. As blasting action goes, Gun Griffon is pretty much in a class of its own on the Sega Saturn - in fact, some people have referred to it as being what Krazy Ivan on PlayStation should have been like. And indeed it is.

The game has its faults and these do have a bearing on lastability. For starters, the missions can become predictable. There is no random element to proceedings - you know that at particular times, particular enemies are going to turn up. Check our Extended Play in the last issue to see what we mean. That means that you can initially just wander about the terrain noting what appears and when and then restarting the mission. And that's the other problem - every time you complete a mission, it's saved to memory and you never have to worry about it again. This essentially gives you an infinite amount of credits to complete just the eight missions. And surprisingly, the final mission is quite easy to complete, which does seem like something of an anti-climax.



These problems aside, it's clear that Gun Griffon remains a most enjoyable blasting title that stands proud in a market where there's little, if no, competition.

Overall, a good buy. RL

★★★★

MANX TT CONFIRMED!

At the E3 show in Los Angeles, Sega of America announced that Manx TT SuperBike is scheduled to appear on Sega Saturn by Christmas, even though Sega of Japan have not released any details about the project whatsoever.

What we DO know is that the same Sega CS (Consumer Software) Team that produced the stonking version of Sega Rally ISN'T going to be handling the work as previously thought. They're busying themselves with the forthcoming Daytona remix (they were scheduled to produce Indy 500, but consumer demand was more in favour of a new Daytona).

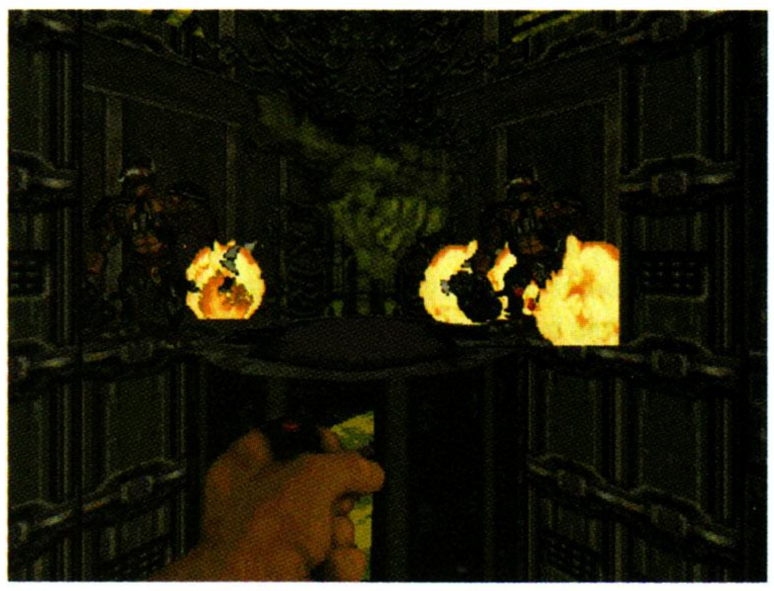
As it is, Sega of Japan are more concerned with promoting the new Virtua Cop 2 and Fighting Vipers conversions, putting Manx TT, Virtual On and the new Daytona game on the backburner while the AM2 games provide the necessary headlines.

PC CD-ROM

Well. Here we are. In the final PC reviews section no less. So what have we got here then? Well, obviously, time is pretty limited on a monthly publication like M AXIMUM. What this basically means is that we've only played the one PC game this month and you're seeing it on these pages. Duke Nukem 3D is pretty bloody ace actually and is well worth the purchase.
The only other game we're really looking forward to may or may not have made it into the issue. As this page gets sent out to film, we're still awaiting the shareware version of Quake. The video we've got looks ABSOLUTELY INCREDIBLE! The E3 version we played was even better! It looks as though PC owners have got it made over the next couple of months. Expect the full version of id's classic in early August.

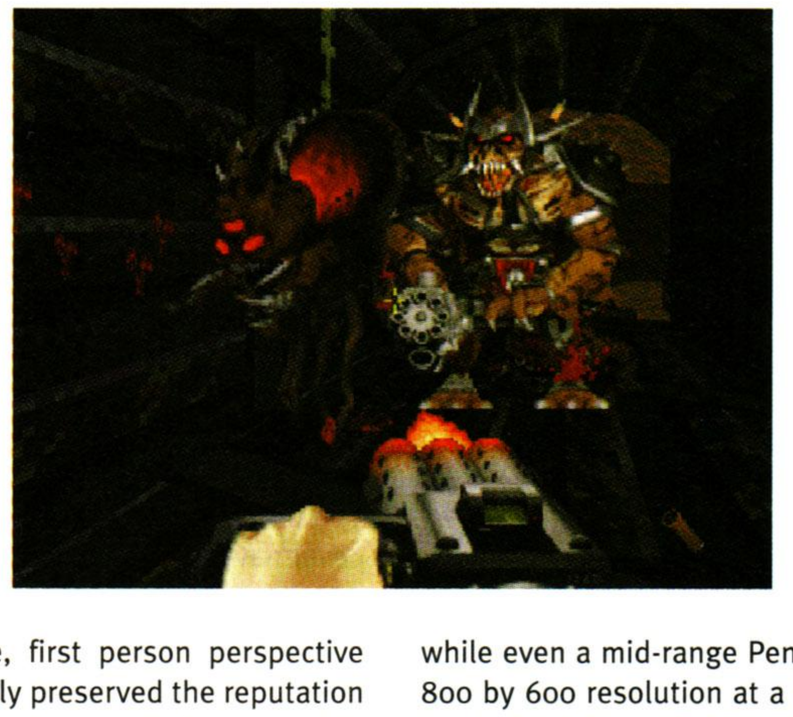
DUKE NUKEM 3D

It's big! It's bad! It's even got Quake looking over its shoulder!



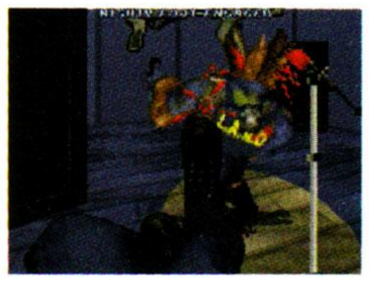
It has to be said that, for the most part, **MAXIMUM** prefers console and arcade titles to computer games. Although the PC is undeniably a superior platform for adventures and simulations, these genres normally aren't the type of games that get our collective pistons pumping. However, we do make an exception when it comes to 3D shoot 'em ups, as the PC is undoubtedly THE format for this action packed genre.

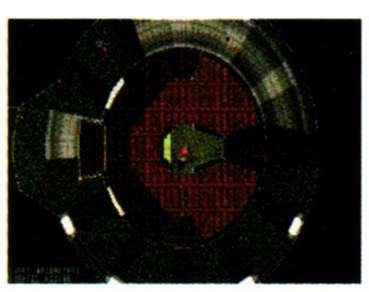
Although the legacy of the 3D blaster dates back as early as the days of the ZX81 (3D Monster Maze), in the past few years the genre output has gone into overdrive. Starting with Wolfenstein 3D, the 'corridor' game (as the Japanese call them) saw a massive surge in popularity with the seminal Doom and Doom 2, which carried over into titles like Hexen, Dark Forces, and Terminator: Future Shock. More than any other genre, first person perspective shooters have single-handedly preserved the reputation of the PC as being a viable (but expensive) games platform, and with Duke Nukem 3D it looks like that reputation is set to continue.



We received an 'in-development' version of Duke Nukem 3D in December last year (you may recall some lesser magazines reviewing it in January) and since then 3D Realms have spent the time fine tuning the game's control mechanics and twiddling with the level design to make sure the final release would be absolutely perfect in every respect. And what do you know? For once, it is.

Firstly, Duke has extremely impressive visuals. Much has been made of Quake's advance in polygon technology, and indeed, returning to Duke's 2D sprite based environment after Quake's 3D delights is something of a come down. However, this graphical compromise has allowed for 3D Realms to give Duke something which Quake (in its test form at least) sorely lacked: namely, speed. In low-res mode, Duke is particularly 486 friendly, while even a mid-range Pentium is capable of powering 800 by 600 resolution at a decent frame rate. With this level of detail and fluidity Duke goes some way towards making up for its sprite 'inadequacies', and aside from Quake (and maybe Terminator: Future Shock) it's definitely the best looking 3D shooter around.



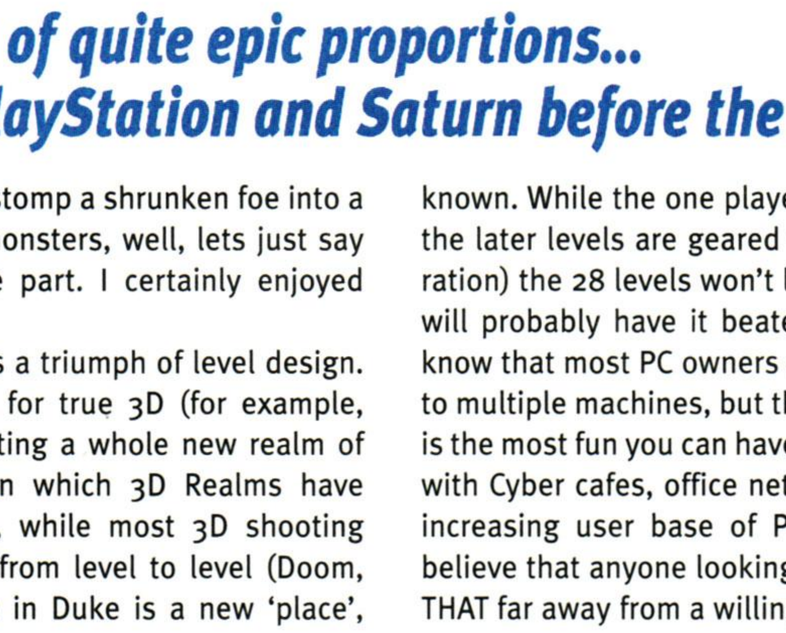


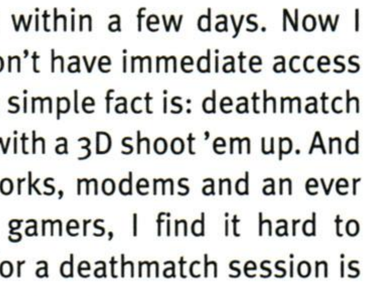
Secondly, the weapons and monsters are brilliant. The first four guns cater to the unimaginative Doom-philes who need their 'genre standard' ordinance - check out the pistol, shotgun, chaingun and rocket launcher. However the rest of the weapons are all excellent, and provide a wide range of inventive ways to humiliate and destroy your opponents. Where else can you lay a net-

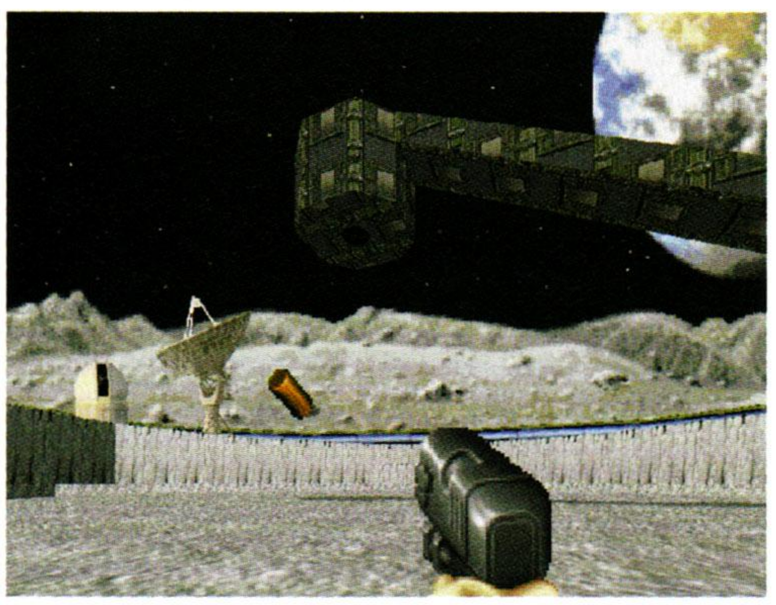
CYBERIA CAFE

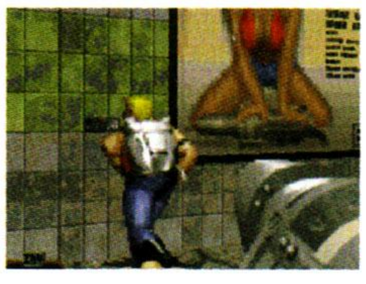
'But I can't find another PC to link up with' comes the all too familiar cry. Here at **MAXIMUM** we completely understand your predicement and offer you two words of heart feltcondolance. Tough shit. Because in this day and age PC's are absolutely everywhere. And if you REALLY can't find another PC owner near you, AND don't have access to a modem, try popping down your local internet cafe . For a small fee they'll be more than happy to set you up with a link-up game. Try Cyberia in Kingston upon Thames.

It's a most satisfying blastathon of quite epic proportions... And it's coming to PlayStation and Saturn before the end of the year!









work of laser trip bombs, or stomp a shrunken foe into a bloody puddle? As for the monsters, well, lets just say they're ugly enough for the part. I certainly enjoyed shooting them.

Thirdly, Duke Nukem 3D is a triumph of level design. Duke's game engine allows for true 3D (for example, floors on top of floors) creating a whole new realm of possibilities for level design which 3D Realms have exploited to the max. Also, while most 3D shooting games tend to look similar from level to level (Doom, Hexen, etc), every new map in Duke is a new 'place', remarkable for resembling a specific and identifiable environment. There's the abandoned cinema, the prison, the Chinese restaurant, the bank, the sunken city, the subway, the football stadium, the hotel... you get the idea. What's more, inside every level are a number of interactive 'touches' (such as Duke being able to sing at a karaoke mike) that add to the sense of immersion.

Fourthly, the Duke character is a joy to control. The mouse/keyboard movement combination is now an absolute essential for 3D games, and with the smallest amount of practice you'll soon be running, jumping, crouching, swimming and flying with ease. Using the mouse entirely for looking means you can now appreciate the extra dimensions of the game environment, not to mention conduct fire fights with creatures at different heights. Going back to the flat plains of Doom just doesn't seem the same.

Finally, Duke Nukem 3D features one of the most enjoyable networked multi-player games the PC has ever known. While the one player quest is great fun (most of the later levels are geared towards single player exploration) the 28 levels won't last long, and Doom veterans will probably have it beaten within a few days. Now I know that most PC owners don't have immediate access to multiple machines, but the simple fact is: deathmatch is the most fun you can have with a 3D shoot 'em up. And with Cyber cafes, office networks, modems and an ever increasing user base of PC gamers, I find it hard to believe that anyone looking for a deathmatch session is THAT far away from a willing opponent.

So Duke Nukem 3D is good. Very good. It supersedes all currently available first person perspective shooters (including Doom 2 and Hexen) and is an absolutely essential purchase for anyone even remotely interested in the genre. You'll hear talk of 'yeah, but its not as scary as Doom', and its true... to an extent. But that's not say that Duke is without its scary moments. The first time you descend into the underground lava cavern at the end of episode one only to discover a huge alien ship, far exceeds anything that Doom can manage in the horror stakes.

Comparisons with Quake are inevitable, and while it's too early to say who will be the ultimate victor, the sheer number of features and possibilities in Duke certainly gives it a good head start. It's violent, it's scary, it's smutty, and most importantly, it's damn good fun. An essential PC purchase if ever there was one. DJ

★★★★★

WITCHHAVEN 2

Witchhaven 2 suffers from what must be classed as the worst case of bad timing of any game ever! Doon clones are thick on the ground at the moment, what with the excellent Duke Nukem 3D out now, and the ground breaking Quake just around the corner, and I honestly can't see there being a market for a standard genre entry like this. The graphics are sluggish (despite using the same engine as Duke), the controls are unresponsive, the collision detection is dodgy (particularly on close combat), and the game commits the cardinal sin of having loads of invisible hidden traps that kil you instantly. Avoid. DJ

**

MAXIMUM

It is with some regret that we have to announce that this is the last issue of **MAXIMUM** in its current form. In its short lifespan this magazine has established a reputation for quality and integrity unmatched in the industry, the effort behind which has been immeasurable.

Over the summer (during which magazine sales usually dip), the publication is being rested and plans are afoot here at EMAP to bring the title back closer to Christmas with a different, even better form and content which will better reflect the growing marketplace for 32-bit systems - and of course, the Nintendo 64. The detail, quality and authority of the magazine will remain at the same untouchable level, but wide-ranging improvements based on feedback from our readership will help elevate **MAXIMUM**'s profile still further, making it the definitive "next generation" console magazine.

Watch other EMAP titles such as Sega Saturn Magazine, Computer and Video Games and Nintendo Magazine System for further news.

In the meantime, the **MAXIMUM** team would like to thank our regular readers for their excellent support during the last few months.

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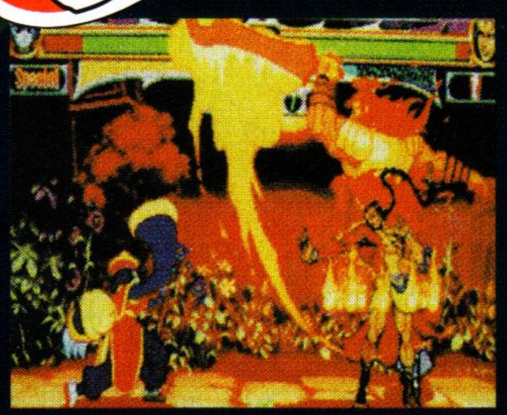

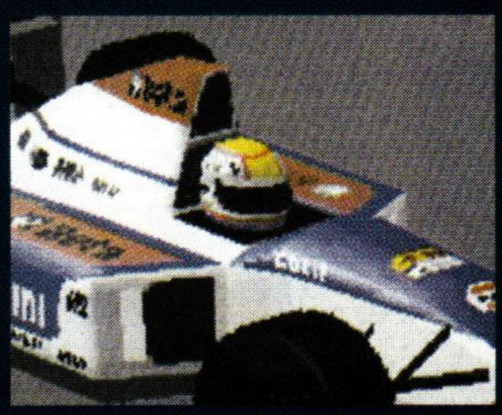

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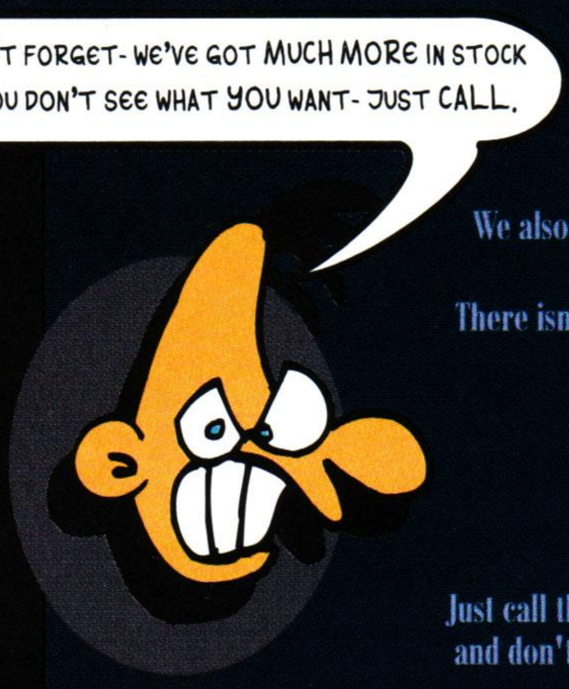

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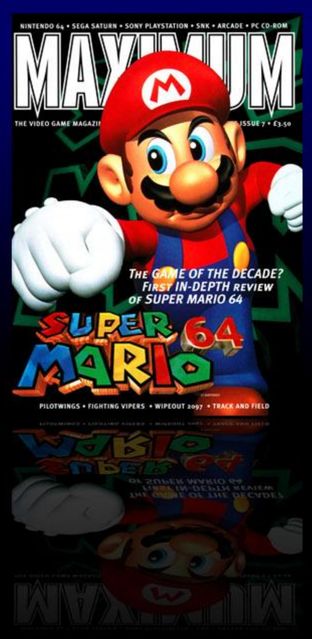
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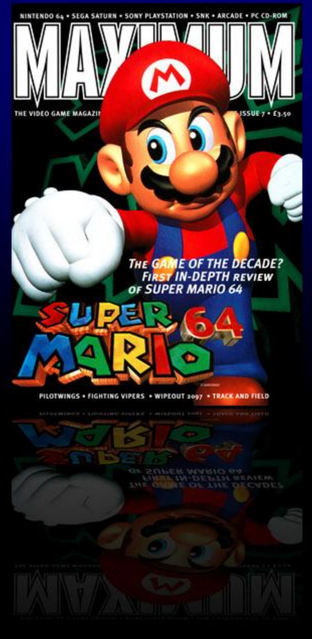
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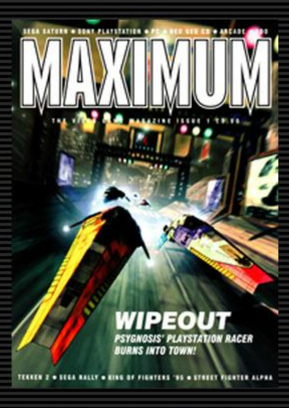

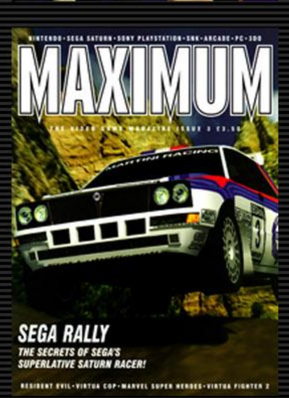

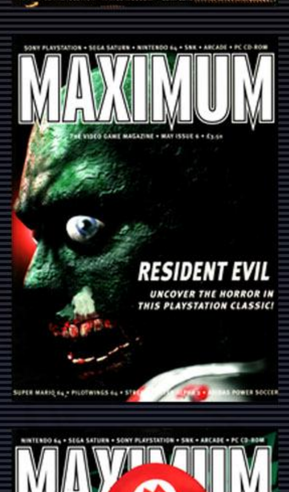

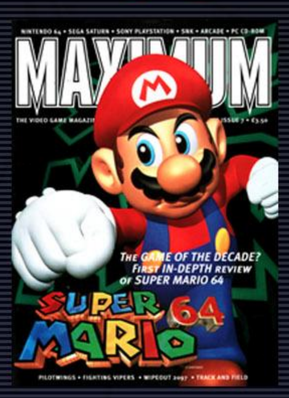

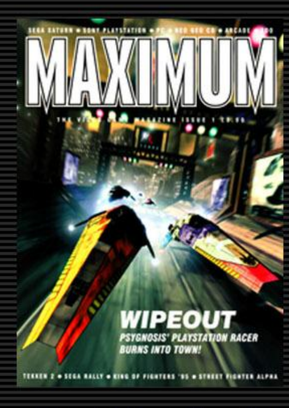

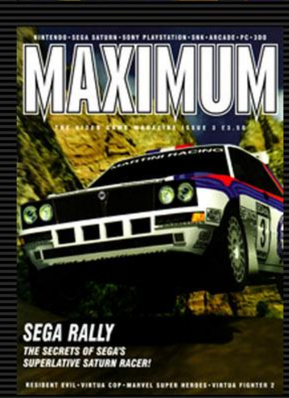

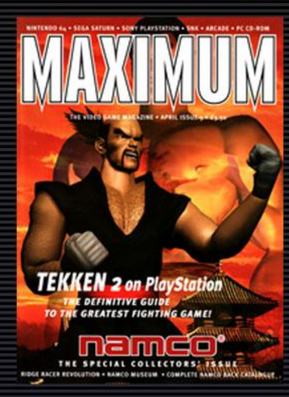

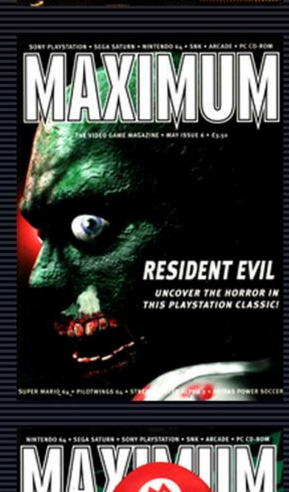

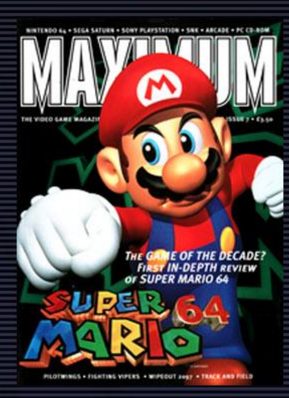

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